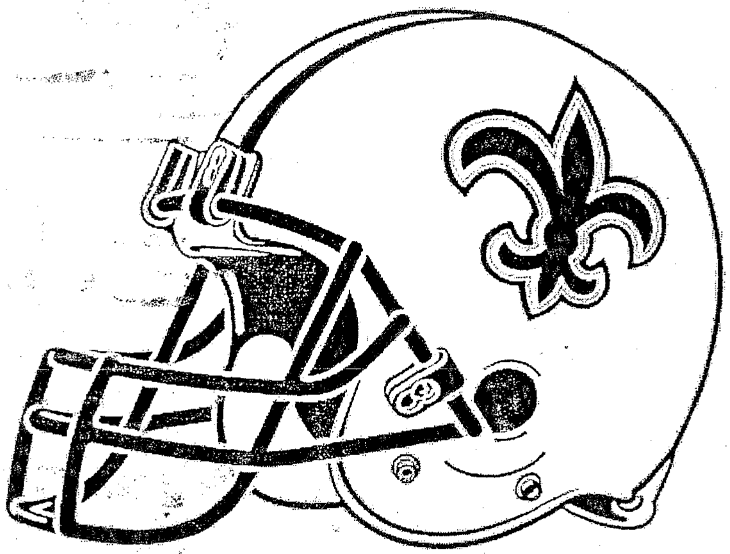


FORMATIONS

NEW ORLEANS SAINTS
FOOTBALL 2004

PERSONNEL NOMENCLATURE

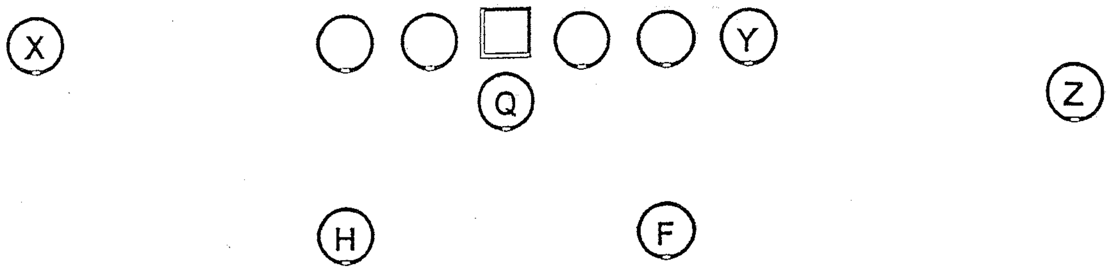
REGULAR (FIST)	- OUR BASIC PERSONNEL HALFBACK (H) + FULLBACK (F) + SPLIT END (X) + FLANKER (Z) + TIGHT END (Y).
TIGER (PAW)	-THE (U) MAN, A SECOND TIGHT END, ENTERS THE GAME IN PLACE OF THE FULLBACK (F). TWO TIGHT END OFFENSE (Y&U) WITH ONE BACK (H) AND TWO WIDE RECEIVERS (X Z).

JUMBO (CUP HAND)	-THE (U) MAN, A SECOND TIGHT END, ENTERS THE GAME FOR THE SPLIT END (X). TWO TIGHT END OFFENSE (Y&U) WITH TWO BACKS (H&F) AND ONE WIDE RECEIVER (Z).
ZEBRA (3 FINGER WAVE)	-THE ZEBRA MAN (ZB), A THIRD WIDE RECEIVER, ENTERS THE GAME IN PLACE OF THE HALFBACK (H). THREE WIDE RECEIVER(X,Z,ZB) OFFENSE WITH ONE BACK (F) AND ONE TIGHT END (Y).
EAGLE (HOOK'EM HORNS).	-THE (E) MAN, A THIRD WIDE RECEIVER, ENTERS THE GAME IN PLACE OF THE TIGHT END (Y) . THREE WIDE RECEIVER (X,Z,E)OFFENSE WITH TWO BACKS (F,H).
TRIO (3 FINGERS THE CHEST)	-THE (U) MAN, A SECOND TIGHT END, ENTERS THE GAME IN PLACE OF (X) AND THE (V) MAN, A THIRD TIGHT END ENTERS THE GAME IN PLACE OF THE FULLBACK (F).THREE TIGHT END (Y,U,V) OFFENSE WITH ONE BACK (H) AND ONE WIDE RECEIVER (Z).
TANK (HANDS)	-THE (U) MAN, A SECOND TIGHT END, ENTERS THE GAME IN PLACE OF THE (X) AND THE WING MAN (W), A THIRD TIGHT END,ENTERS THE GAME IN PLACE OF THE FLANKER (Z). THREE TIGHT END (Y,U,W) OFFENSE WITH TWO BACKS (H&F).

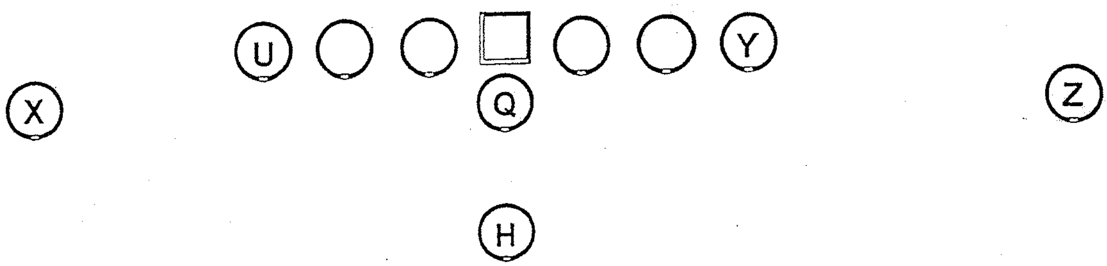
study Formations

PERSONNEL BASE FORMATIONS

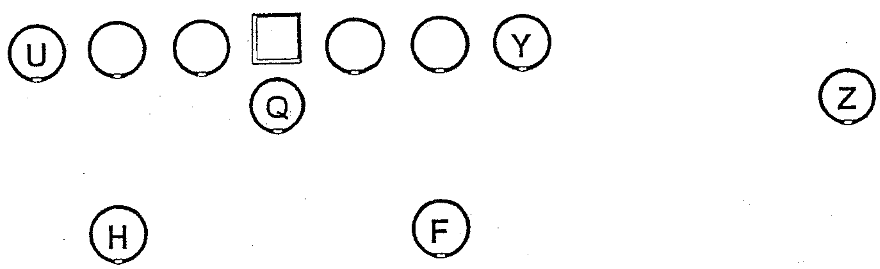
REGULAR PERSONNEL // FORMATION: "RED RIGHT"



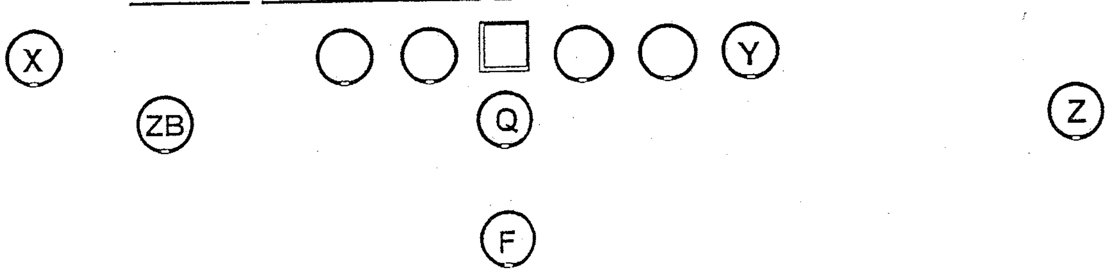
TIGER PERSONNEL // FORMATIOTION "RIGHT"



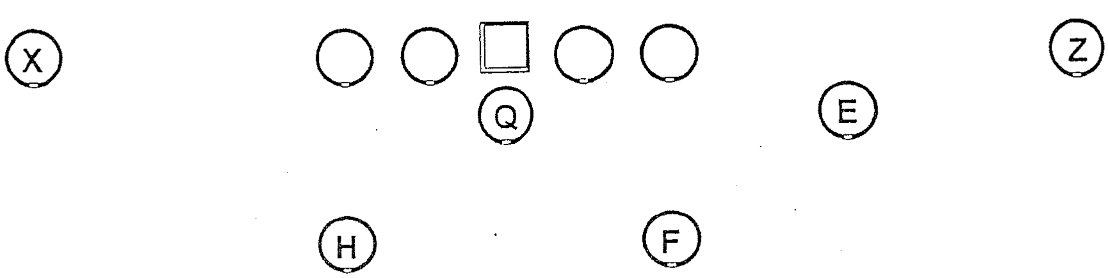
JUMBO PERSONNEL // FORMATION: "RED RIGHT"



ZEBRA PERSONNEL // FORMATION: "WIDE RIGHT"



EAGLE PERSONNEL // FORMATION: "RED RIGHT"



PERSONNEL NOMENCLATURE SUMMARY

1. REGULAR - H+F+X+Z+Y
2. TIGER - H+U+X+Z+Y

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3. JUMBO - H+F+Y+U+Z
4. ZEBRA - F+X+Z+ZB+Y
5. EAGLE - H+F+E+X+Z

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6. TRIO - H+Y+U+V+Z
7. TANK - H+F+Y+U+W

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8. ACE - F+E+X+Z+ZB
9. BIG 4 - ZB+X+Z+R+Y
10. BIG 5 - ZB+X+Z+E+R
11. LEOPARD - ZB+X+Z+U+Y

NEW ORLEANS SAINTS OFFENSE

<TIGER> PERSONNEL
FORMATION ORIGIN "THE STARTING POINT"

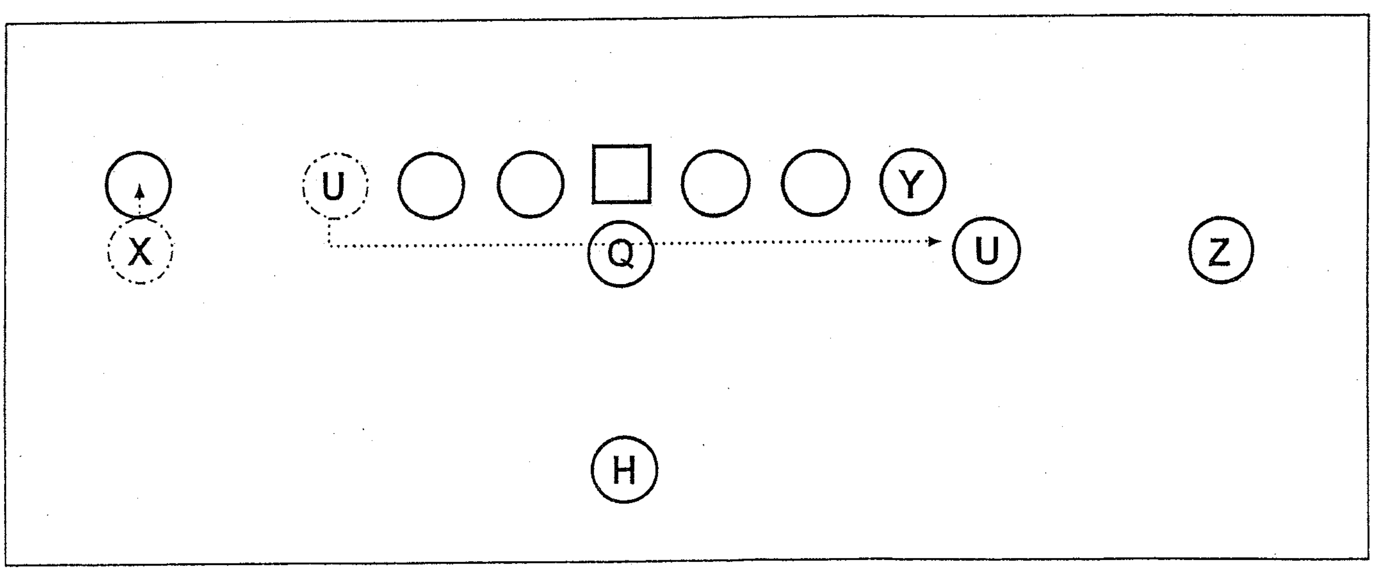
ALL **TIGER** (1 RB, 2 TE, 2 WR) PERSONNEL FORMATIONS WILL START WITH THE RB ALIGNED BEHIND THE QB. THE STARTING ALIGNMENT FOR THE TE'S WILL BE **RIGHT OR LEFT**. THE SHIFT WILL TAKE PLACE AS SOON AS THE SHIFTING PLAYERS ARE SET FOR A FULL 2 COUNTS OR THE QB'S HANDS ARE PLACED UNDER CENTER, WHICHEVER IS FIRST - THERE WILL BE NO VERBAL COMMAND. THE 2ND TE (U) WILL SOLELY BE RESPONSIBLE TO SET FOR 1 SECOND AFTER HE SHIFTS.

NOTE - THE OBVIOUS CADENCE OF 1ST SOUND WILL AUTOMATICALLY ALIGN THE WHOLE OFFENSIVE UNIT INTO THEIR FINAL FORMATION CALLED. **NO ORIGIN SHIFT ON 1ST SOUND!**

EXAMPLE: "WEST RIGHT 96 STRETCH JACK"

(HUDDLE CALL)

<TG> WEST RIGHT



FORMATION NOMENCLATURE

BACKFIELD ALIGNMENTS

RED:

FB STRONG SIDE AND THE HB WEAK SIDE. FB WITH HEELS AT 5 YARDS IN A (3) THREE POINT STANCE. HB WITH HEELS AT 5 YARDS IN A (3) THREE POINT STANCE. THE EXACT ALIGNMENT MAY VARY DEPENDING ON THE PLAY CALLED.

RED BACKS HAVE THREE DIFFERENT LATERAL ALIGNMENTS:

1. **CHEAT:** SPLITTING THE OUTSIDE LEG OF THE OFFENSIVE TACKLE.
2. **STACK:** ALIGNED DIRECTLY BEHIND THE OFFENSIVE TACKLE.
3. **POWER:** ALIGNED SPLITTING THE INSIDE LEG OF THE OFFENSIVE TACKLE.

(RED) CHANGE:

HB STRONG SIDE AND THE FB WEAK SIDE. THE ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED SIMPLY "RED" WITH THE BACKS SWITCHED.

BROWN:

BACKS HEAVY TO THE WEAK SIDE (AWAY FROM TE); FB DIRECTLY BEHIND THE FOOTBALL, HB ALIGNS WEAK. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

BROWN CHANGE:

BACKS HEAVY TO THE WEAK SIDE (AWAY FROM TE); HB DIRECTLY BEHIND THE FOOTBALL, FB ALIGNS WEAK. ALIGNMENT WILL VARY DEPENDING ON THE PLAY CALLED.

"H" HALFBACK

1. **RED:** ALIGN WEAK SIDE BEHIND WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

2. **(RED): CHANGE** ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

3. **BROWN:** ALIGN WEAK SIDE BEHIND WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

4. **CHANGE BROWN:** ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.

5. **BLUE:** ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

6. **BLUE: CHANGE** ALIGN DIRECTLY BEHIND THE FOOTBALL, HEELS AT 5 YARDS IN A THREE (3) POINT STANCE.

7. **GREEN:** ALIGN 2 YARDS (7 YARDS FROM L.O.S.) BEHIND THE FB IN A TWO (2) POINT STANCE.

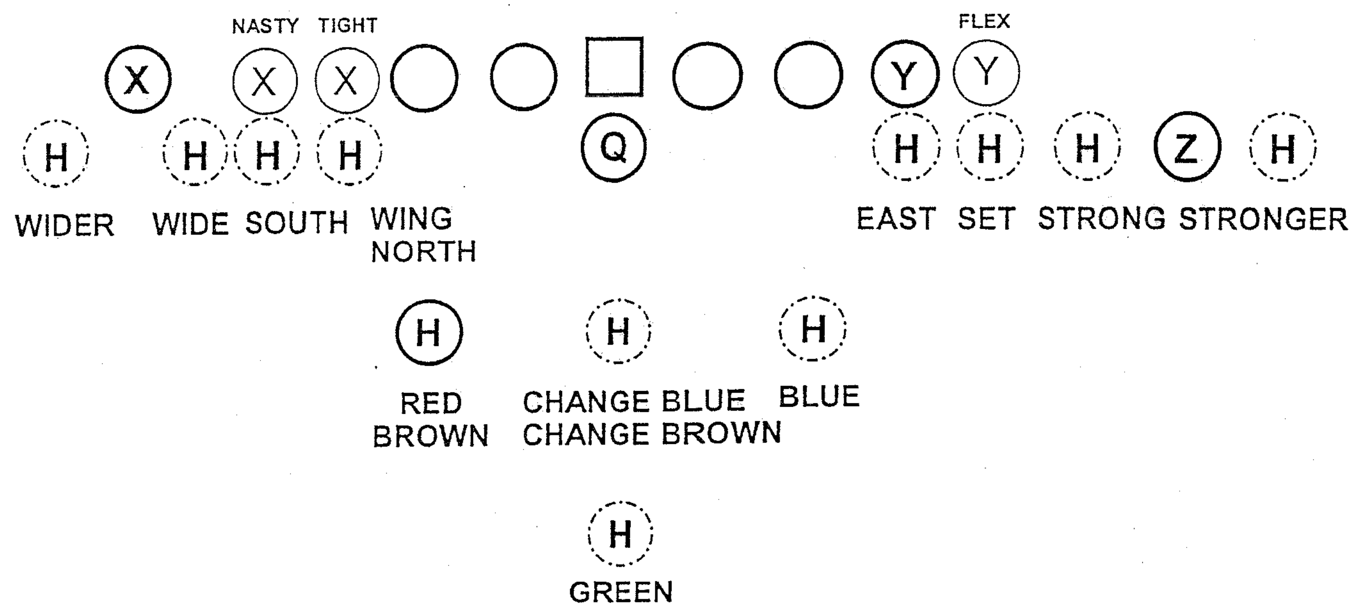
8. **SOLO:** SINGLE BACK (HB) ALIGNS DIRECTLY BEHIND THE FOOTBALL 6-1/2 YARDS IN A TWO (2) POINT STANCE.

STRONG SIDE ADJUSTMENT

9. **BLUE:** ALIGN STRONG SIDE BEHIND STRONG TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

10. **HB EAST:** ALIGN TO THE SIDE OF THE CALL OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE OPEN TE (Y) AT 4 YDS AND THE STRONGSIDE TACKLE. (3 POINT STANCE).

HALFBACK ALIGNMENTS AND ADJUSTMENTS



11. **UP:** ALIGN STRONG IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE THE TE (Y) IN A THREE (3) POINT STANCE.

12. **UPPER:** ALIGN STRONG SPLITTING THE DISTANCE BETWEEN THE TE (Y) AND FLANKER.

13. **FARTHER:** ALIGN STRONG IN AN OPEN POSITION OUTSIDE THE FLANKER.

WEAK SIDE ADJUSTMENTS

14. **QUEEN (GREEN):** ALIGN WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

15. **FB NORTH:** ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE OF; THE WEAK TACKLE, ALIGN IN A THREE (3) POINT STANCE. X IN A NASTY SPLIT.

16. **FB SOUTH:** ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP OUTSIDE OF THE X, WHO IS IN A TIGHT SPLIT.

17. **UNDER:** ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO THE WEAK TACKLE OR TE (U). ALIGN IN A THREE (3) POINT STANCE.

18. **BELOW:** ALIGN WEAK IN AN OPEN POSITION SPLITTING THE DISTANCE BETWEEN THE SPLIT END (X) AND THE WEAK TACKLE.

19. **BEYOND:** ALIGN WEAK IN AN OPEN POSITION OUTSIDE THE SPLIT END (X).

"SOLO" BACK ALIGNMENTS AND ADJUSTMENTS (TG) (TR)

1. **SOLO (ASSUMED):** **HB:** SINGLE BACK ALIGNED DIRECTLY BEHIND THE FOOTBALL 6-1/2 YARDS IN A TWO (2) POINT STANCE.

   FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE FOOTBALL 5 YARDS IN A THREE (3) POINT STANCE.

STRONG SIDE ADJUSTMENT

2. **(SOLO) NEAR:** **HB:** SINGLE BACK ALIGNED DIRECTLY BEHIND THE STRONG SIDE TACKLE 6-1/2 YARDS IN A TWO (2) POINT STANCE. <HB MAY BE AT 5 YARDS IN A THREE (3) POINT STANCE.>

   FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE STRONG SIDE TACKLE 5 YARDS IN A THREE (3) POINT STANCE. <FB MAY BE 6-1/2 YARDS DEPTH IN A TWO (2) POINT STANCE.>

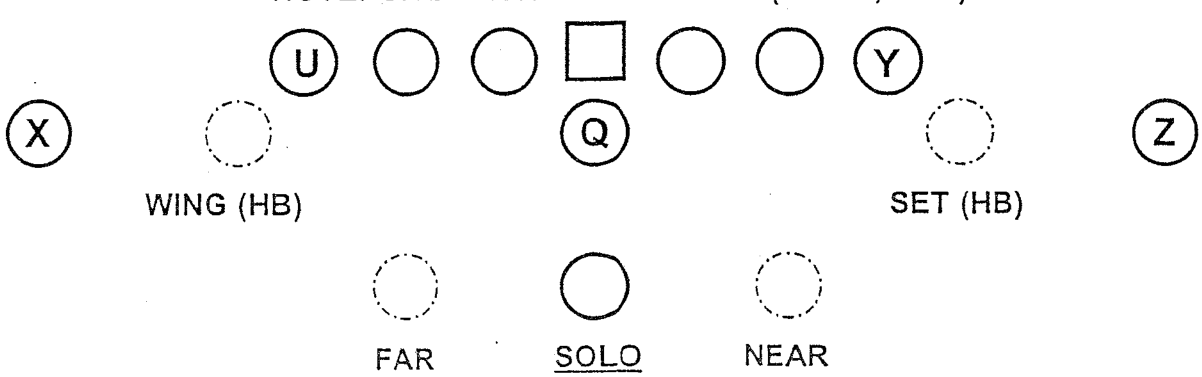
WEAK SIDE ADJUSTMENT

3. **(SOLO) FAR:** **HB:** SINGLE BACK ALIGNED DIRECTLY BEHIND THE WEAK SIDE TACKLE 6-1/2 YARDS IN A TWO (2) POINT STANCE. <HB MAY BE AT 5 YARDS IN A THREE (3) POINT STANCE.>

   FB: SINGLE BACK ALIGNED DIRECTLY BEHIND THE WEAK SIDE TACKLE 5 YARDS IN A THREE (3) POINT STANCE. <FB MAY BE 6-1/2 YARDS. DEPTH IN ATWO (2) POINT STANCE.>

SOLO ALIGNMENTS AND ADJUSTMENTS

* NOTE: ONE BACK PERSONNELS (TIGER,TRIO)



"U" MAN AND "WING" MAN
ALIGNMENTS AND ADJUSTMENTS

BASE ALIGNMENTS

1. **RIGHT/LEFT (TIGER):** ALIGN FOR THE SECOND TE (U) - AWAY FROM THE STRENGTH (Y) ON THE L.O.S. NEXT TO THE WEAK TACKLE - 3 FOOT SPLIT - IN A THREE (3) POINT STANCE.

2. **SOUTH (TR):** ALIGNMENT FOR THE 3RD TE (V) AWAY FROM THE STRENGTH (Y) OFF THE L.O.S. AND OUTSIDE IN A ONE TO ONE RELATIONSHIP WITH THE BACKSIDE TE (U). (U) ALIGN IN THE BASE ALIGNMENT - AWAY FROM THE STRENGTH CALL.

3. **(TIGHT)(U):** ALIGNMENT FOR THE SECOND TE (U) AWAY FORM THE STRENGTH (Y), ON THE L.O.S. NEXT TO THE WEAK TACKLE - 3 FOOT SPLIT - IN A THREE (3) POINT STANCE.

4. **TANK:** IN THE BASE FORMATION IN TANK PERSONNEL THE ALIGNMENT FOR THE WING MAN (W). ALIGN TO THE SIDE OF THE STRENGTH CALL OFF THE L.O.S. AND OUTSIDE IN A ONE AND ONE RELATIONSHIP WITH THE TE (Y).

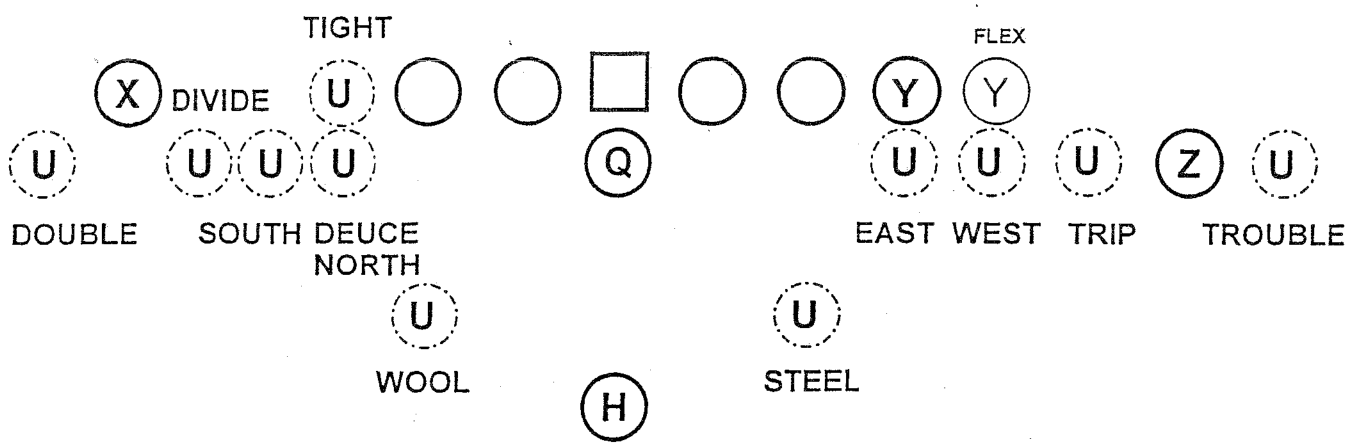
5. **TEE STAY (TIG):** U MAN ALIGN IN THE VACANT POSITION IN THE BACKFIELD 5 YARDS DEEP IN A THREE (3) POINT STANCE.

WEAKSIDE ALIGNMENTS

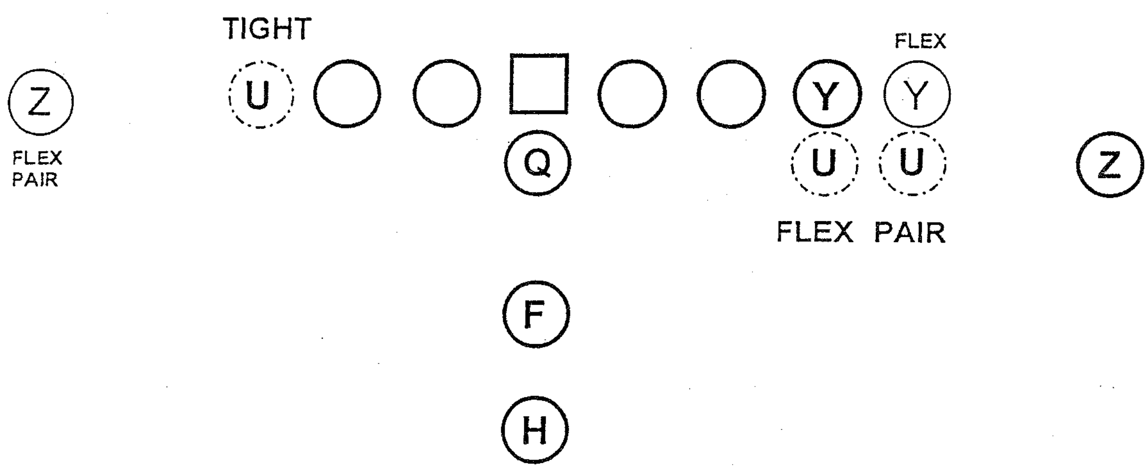
6. **WOOL (TIGER):** U MAN ALIGN IN BACKFIELD ON THE WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. IN A THREE (3) POINT STANCE.

7. **NORTH:** ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT OT AND OUTSIDE OF; THE WEAK TACKLE, ALIGN IN A THREE (3) POINT STANCE. X IN A NASTY SPLIT.

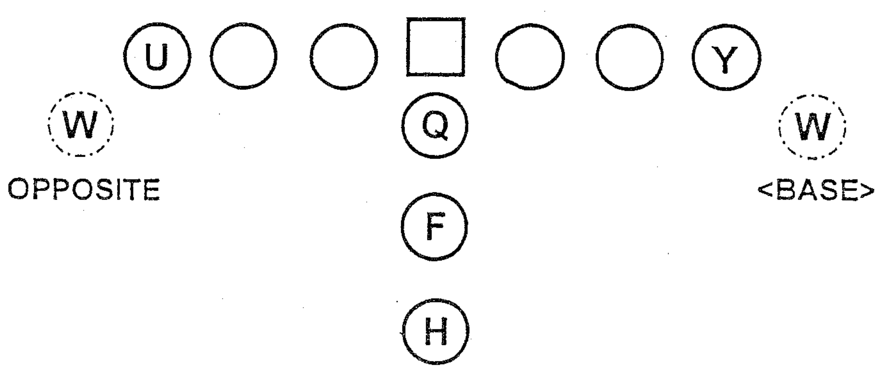
<TIGER> (U) ALIGNMENTS AND ADJUSTMENTS



<JUMBO> (U) ALIGNMENTS AND ADJUSTMENTS



<TANK> WING MAN (W) ALIGNMENTS AND ADJUSTMENTS



10. **UP:** ALIGN STRONG IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE THE TE (Y) IN A THREE (3) POINT STANCE.

11. **UPPER:** ALIGN STRONG SPLITTING THE DISTANCE BETWEEN THE TE (Y) AND OUTSIDE RECEIVER.

12. **FARTHER:** ALIGN STRONG IN AN OPEN POSITION OUTSIDE THE INSIDE RECEIVER.

WEAK SIDE ADJUSTMENTS

13. **QUEEN (GREEN):** ALIGN WEAK SIDE BEHIND THE WEAK TACKLE, HEELS AT 5 YARDS OFF L.O.S. (CHEAT, POWER, STACK) IN A THREE (3) POINT STANCE.

14. **NORTH:** ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO AND OUTSIDE OF; THE WEAK TACKLE, ALIGN IN A THREE (3) POINT STANCE. "U" IN A NASTY SPLIT.

15. **SOUTH:** ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP OUTSIDE OF THE U, WHO IS IN A TIGHT SPLIT.

16. **UNDER:** ALIGN WEAK IN A ONE-YARD AND ONE-YARD RELATIONSHIP NEXT TO THE WEAK TACKLE OR TE (U). ALIGN IN A THREE (3) POINT STANCE.

17. **BELOW:** ALIGN WEAK IN AN OPEN POSITION SPLITTING THE DISTANCE BETWEEN THE OUTSIDE RECEIVER AND THE WEAK TACKLE.

18. **BEYOND:** ALIGN WEAK IN AN OPEN POSITION OUTSIDE THE INSIDE RECEIVER.

FLANKER (Z) ALIGNMENTS AND ADJUSTMENTS

1. **RIGHT/LEFT: (TG) (ZB) (ACE)** — ALIGN TO THE SIDE OF THE STRENGTH CALL, OFF THE L.O.S. 10-12 YARDS OUTSIDE THE TE (Y).

2. **SWAP:** — ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. 10-12 YARDS FROM THE WEAK TACKLE. <SWAP WITH X>

3. **SLOT:** — ALIGN AWAY FROM THE STRENGTH (Y), OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE WEAK TACKLE AND THE WIDEST RECEIVER (X).

4. **FLOP:** — ALIGN AWAY FROM THE STRENGTH (Y), OFF THE L.O.S. OUTSIDE THE X (U). <TIGHT FLOP IS 4 YARDS FROM THE X (U).>

5. **CLOSE:** — ALIGN TO THE SIDE OF THE CALL, OFF THE L.O.S. IN A ONE TO 4-6 YARD RELATIONSHIP TO TE (Y). MAY ALIGN IN A THREE (3) POINT STANCE.

6. **FULL STAY:** — ALIGN IN THE VACANT POSITION IN THE BACKFIELD 4-5 YARDS DEEP IN A THREE (3) POINT STANCE.

7. **PAIR (JMB): FLEX (JMB)** — ALIGN AWAY FROM THE STRENGTH (Y), ON THE L.O.S. 10-12 YARDS FROM THE WEAK TACKLE. USED WITH 2 TE AND 2 BACKS AND 1 WR (JUMBO)

8. **PAIR (TR): FLEX (TR)** — ALIGN AWAY FROM THE STRENGTH (Y), OFF THE L.O.S. 10-12 YARDS FROM THE WEAK TACKLE. USED WITH 2 TE'S AND 2 BACKS AND 1 WR (TRIO)

9. **TWIN (TIGER):** — ALIGN TO THE SIDE OF THE STRENGTH (Y), OFF THE L.O.S. SPLITTING THE DISTANCE BETWEEN THE TIGHT END (Y) AND THE WIDEST RECEIVER (X). (TIGER PERSONNEL).

10. **RED (EAGLE):** — ALIGN TO THE SIDE OF THE STRENGTH (E), ON OR OFF THE L.O.S. 10-12 YARDS FROM THE STRONG TACKLE. <EAGLE PERSONNEL: 3 WR'S AND 2 RB'S.>

SPLIT END (X) ALIGNMENTS AND ADJUSTMENTS

1. **RIGHT/LEFT (ZB)(ACE):** ALIGN AWAY FROM THE STRENGTH (Y), ON L.O.S. 10-12 YARDS FROM THE WEAK TACKLE.

2. **TIGHT / SOUTH:** ALIGN AWAY FROM THE STRENGTH (Y), ON L.O.S. IN THE TE (U) POSITION NEXT TO THE WEAK TACKLE. IN A THREE (3) POINT STANCE, BETWEEN 1 AND 2 YARD SPLIT.

3. **NASTY / NORTH:** ALIGN AWAY FROM THE STRENGTH (Y), ON L.O.S. (4-6 YARD SPLIT).

4. **SLOT (TIGER):** ALIGN AWAY FORM THE STRENGTH (Y), ON L.O.S. (OFF THE L.O.S. IN TIGER PERSONNEL) 10-14 YARDS FROM THE WEAK TACKLE.

5. **FLOP:** ALIGN AWAY FROM THE STRENGTH (Y). ON THE L.O.S. SPLITTING THE DIFFERENCE BETWEEN THE WEAK TACKLE AND THE WIDEST RECEIVER (Z). (6-8 YARDS FROM THE WEAK TACKLE.)

6. **SWAP:** ALIGN TO THE SIDE OF THE STRENGTH CALL (Y), OFF THE L.O.S. 10-12 YARDS OUTSIDE THE TE (Y).

7. **RIGHT/LEFT (TIGER):** ALIGN AWAY FROM THE STRENGTH (Y), OFF L.O.S. 10-12 YARDS FROM THE BACKSIDE TE (U). USED WITH 2 TE'S AND 2 WR'S (TIGER PERSONNEL).

8. **TWIN:** ALIGN TO THE SIDE OF THE STRENGTH (Y), 10-14 YARDS (OUTSIDE MAN) FROM THE TE (Y) OFF THE L.O.S. USED NORMALLY WITH 2 TE'S AND 2 WR'S.

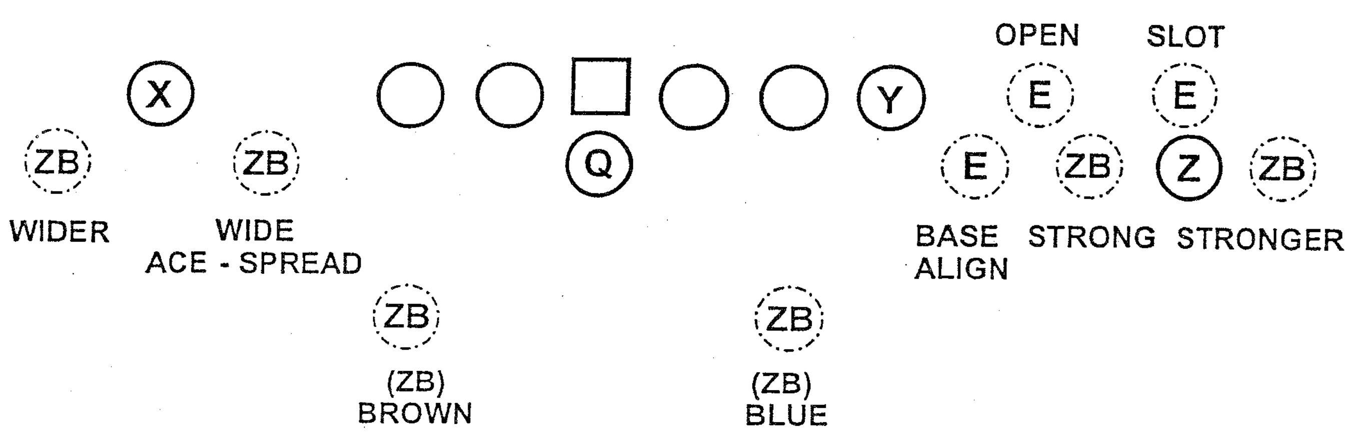
9. **SWITCH:** SWITCH ASSIGNMENTS WITH HB. ALIGN IN THE BACKFIELD IN THE HB POSITION CALLED IN THE FORMATION.

WEAK SIDE ADJUSTMENTS:

5. **WIDE SLOT (ZEB):** (ZB) ALIGN AWAY FROM THE STRENGTH CALL, OFF THE L.O.S. 4-6 YARDS FROM THE WEAK SIDE TACKLE, OUTSIDE THE (Z) IN A SLOT ALIGNMENT.

6. **RED SLOT: (EAGLE)** (E) ALIGN TO THE SIDE OF THE STRENGTH CALL, ON THE L.O.S. 10-12 YARDS FROM THE STRONG SIDE TACKLE.

ZEBRA (ZB) AND E MAN (E) ALIGNMENTS & ADJUSTMENTS



TIGHT ENDS (Y) MOVEMENTS

NOTE: THE MOTIONS ARE CALLED IN THE BEGINNING OF THE FORMATION NOMENCLATURE. MOTION TO THE FORMATION CALLED.

1. **TRADE:** THE TE (Y) WILL ALIGN ON THE BALL AWAY FROM THE HUDDLE CALL. ON THE QB'S COMMAND THE TE (Y) WILL CHANGE SIDES & RESETS PRIOR TO SNAP TO THE FORMATION CALLED IN THE HUDDLE.

2. **TEAR:** THE TE (Y) WILL ALIGN ON THE BALL AND AWAY FROM THE HUDDLE CALL. ON THE QUARTERBACKS COMMAND THE TE (Y) WILL SHIFT OFF THE BALL AND MOTION ACROSS THE FORMATION TO THE FORMATION CALLED IN THE HUDDLE.

3. **TIP:** THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL TO THE STRENGTH CALLED IN THE HUDDLE. ON THE QUARTERBACKS COMMAND MOTION INSIDE, BUT NOT CROSSING THE FOOTBALL.

4. **TAP:** THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL TO THE STRENGTH CALLED IN THE HUDDLE, AND MOTION AWAY FROM THE BALL ON THE QUARTERBACKS COMMAND.

5. **TIP-TAP: (TAP-TIP)** THE TE (Y) WILL ALIGN OFF THE BALL OR SHIFT OFF THE BALL. ON THE QUARTERBACKS COMMAND HE WILL GO IN TIP (TAP) MOTION WITHOUT CROSSING THE BALL AND THEN TAP (TIP) MOTION AWAY FROM THE BALL.

6. **YUM (Y):** THE TE (Y) WILL ALIGN IN THE VACANT SPOT IN THE BACKFIELD, AND ON THE QB'S COMMAND GO IN MOTION TO THE FORMATION CALLED INN THE HUDDLE.

WIDE RECEIVERS (X & Z) MOVEMENTS

NOTE: **THE MOTIONS ARE CALLED IN THE BEGINNING OF THE FORMATION NOMENCLATURE. MOTION TO THE FORMATION CALLED.**

1. **ZOOM:** (STOP) — FLANKER (Z) GOES IN MOTION ACROSS THE FORMATION TO FORMATION CALLED IN THE HUDDLE. FLANKER MOTIONS ON THE QUARTERBACKS COMMAND.
   ZOOM STOP = LONGER CADENCE

2. **ZIP:** — FLANKER (Z) COMES IN MOTION FROM AN OUTSIDE ALIGNMENT, BUT DOES NOT CROSS THE FORMATION. FLANKER MOTIONS ON THE QUARTERBACKS COMMAND.

   A. **CAN ZIP:** — RECEIVER HAS THE OPTION TO MOTION FOR A RUN GAME ADJUSTMENT.

3. **ZAP:** — FLANKER (Z) GOES IN MOTION OUT FROM HIS ALIGNMENT AWAY FROM THE FORMATION.

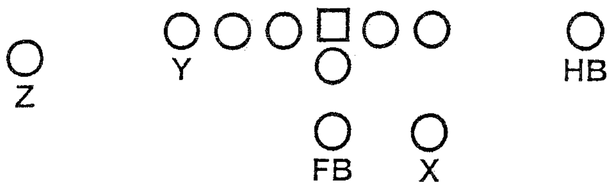
4. **ZIP-ZAP:** — FLANKER (Z) MOTIONS IN TOWARD THE FORMATION TO THE FAR SIDE GUARD AND THEN MOTIONS AWAY.

5. **EXIT:** — SPLIT END (X) MOTIONS ACROSS THE FORMATION TO FORMATION CALLED IN THE HUDDLE ON THE QUARTERBACKS COMMAND. MAY BE USED WITH TWO (2) TE OFFENSE <TIGER PERSONNEL>.

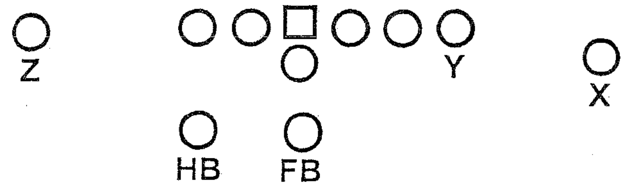
6. **FULL:** **(STOP)** — FLANKER (Z) WILL ALIGN IN THE VACANT SPACE IN THE BACKFIELD, AND GO IN MOTION TO THE FORMATION CALLED IN THE HUDDLE. FLANKER MAY STOP AT END OF MOTION IF FULL STOP IS CALLED. IF ONLY ONE BACK IS IN THE BACKFIELD, Z SHOULD ALIGN IN THE VACATED SPOT OPPOSITE THE DIRECTION HE WILL MOTION.

REGULAR PERSONNEL

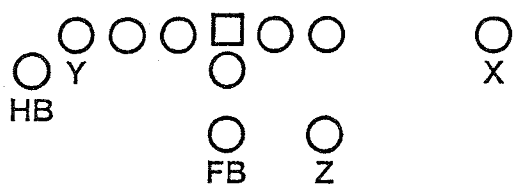
BROWN LEFT SWITCH



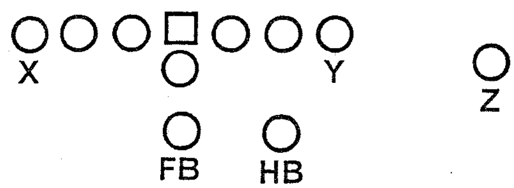
BROWN RIGHT SWAP



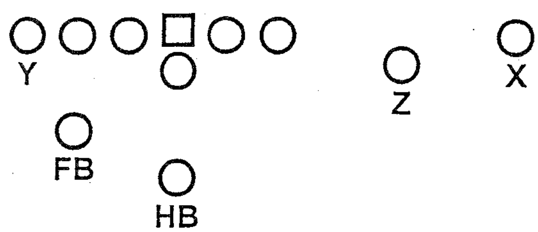
SET LEFT FULL STAY



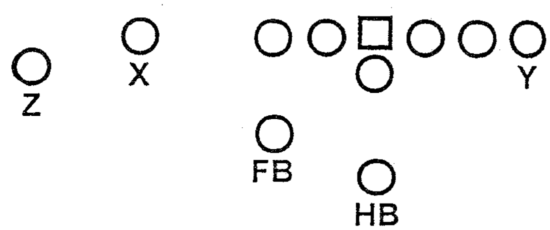
BLUE RIGHT TIGHT



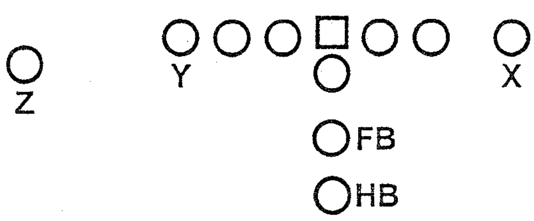
KING LEFT SLOT



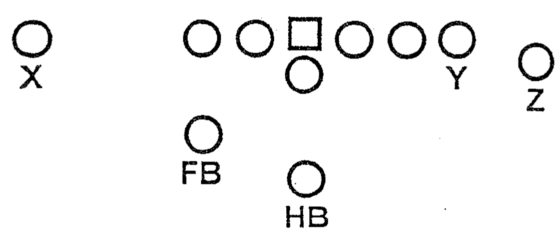
QUEEN RIGHT FLOP



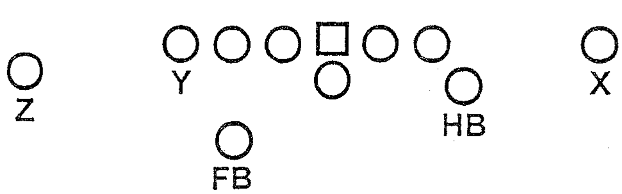
GREEN LEFT NASTY



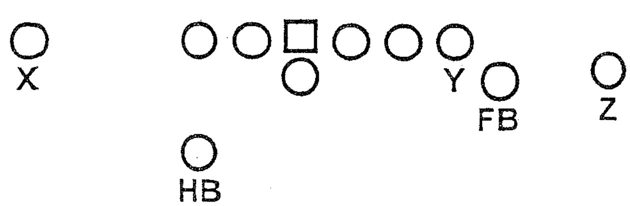
QUEEN RIGHT CLOSE



NEAR WING LEFT

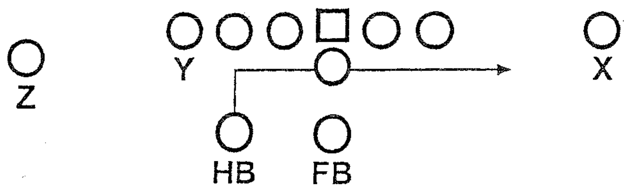


FAR UP RIGHT

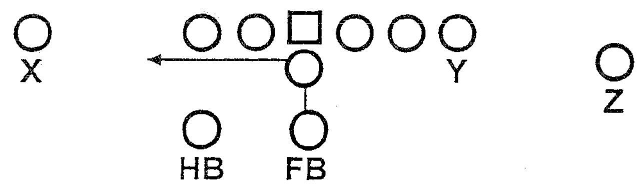


REGULAR PERSONNEL

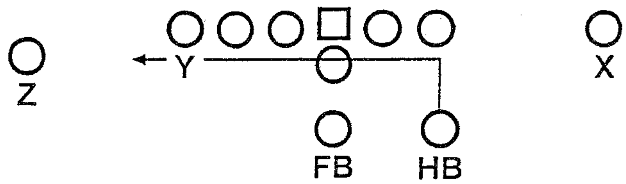
BLUE LEFT "A" RIGHT



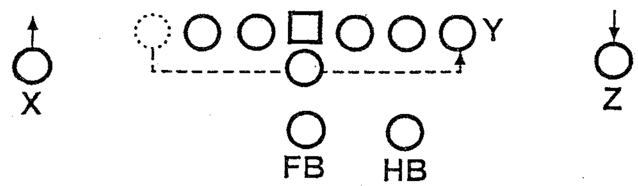
BROWN RIGHT "B" LEFT



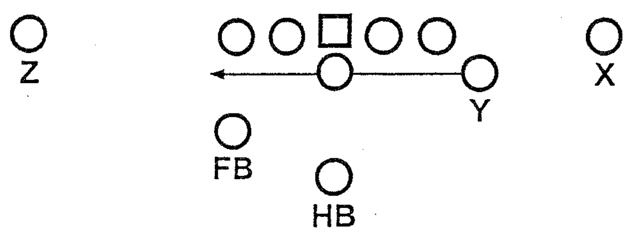
BROWN LEFT "C" LEFT



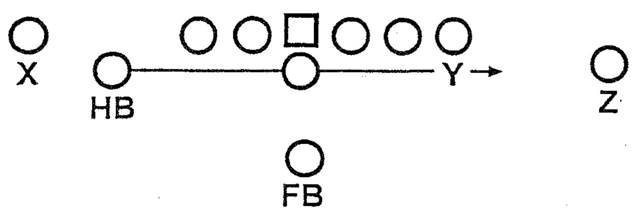
TRADE BLUE RIGHT



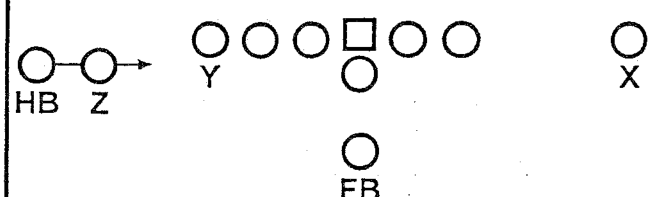
TEAR KING LEFT



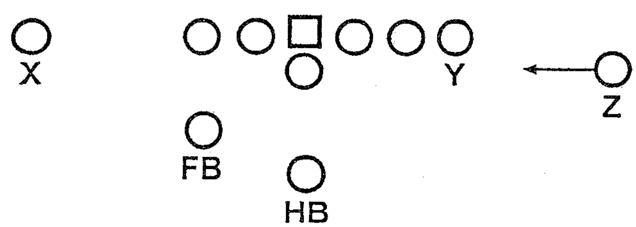
WIDE RIGHT HB RIGHT



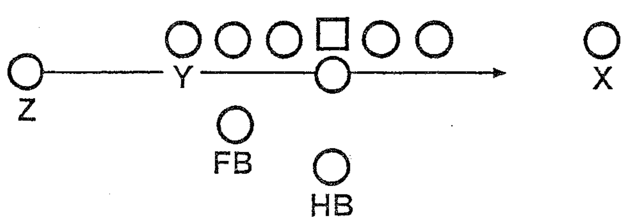
STRONGER LEFT HB SHORT



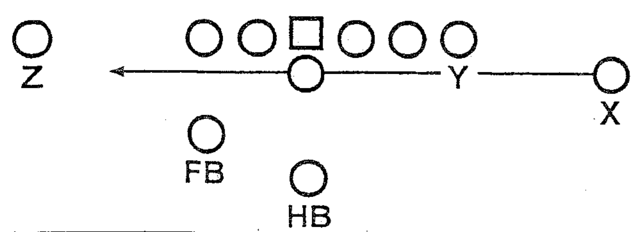
ZIP QUEEN RIGHT



ZOOM KING LEFT SLOT

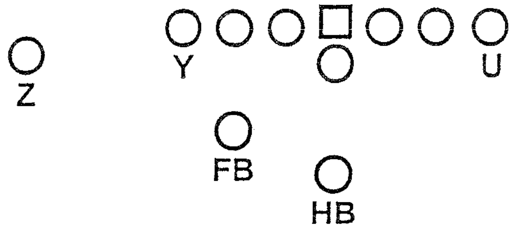


EXIT QUEEN RIGHT FLOP

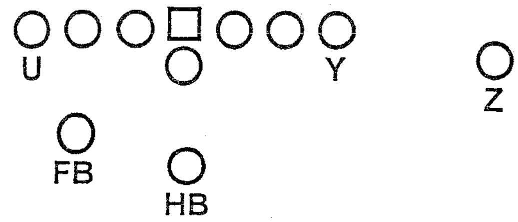


JUMBO PERSONNEL

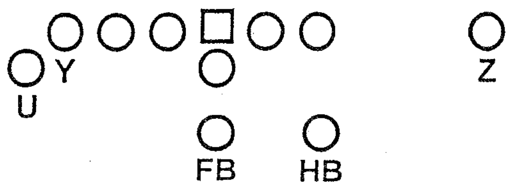
KING LEFT



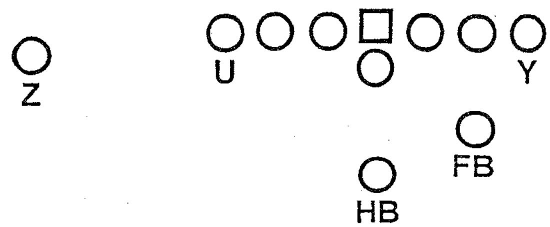
QUEEN RIGHT



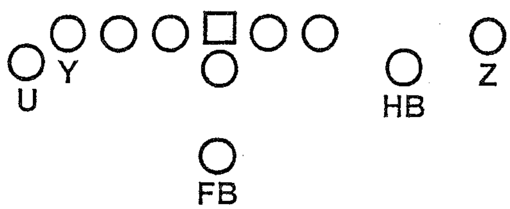
BROWN PAIR LEFT



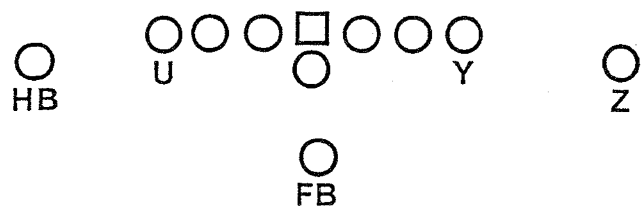
KING RIGHT FLOP



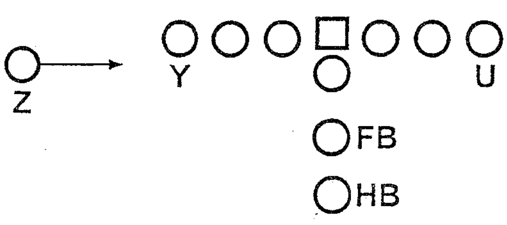
WIDE PAIR LEFT



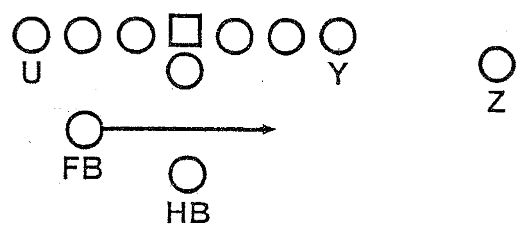
WIDER RIGHT



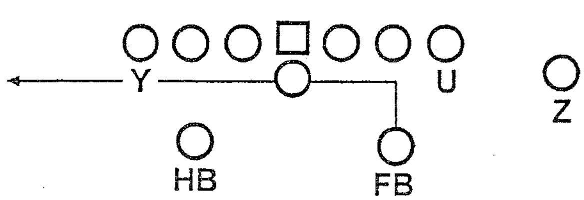
ZIP GREEN LEFT



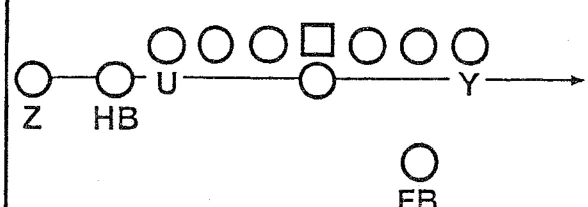
QUEEN RIGHT FUZZ



CHANGE LEFT FLOP "C" LEFT

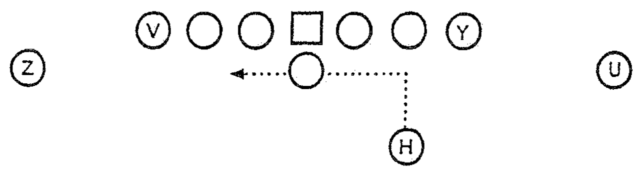


ZOOM NEAR SOUTH RIGHT

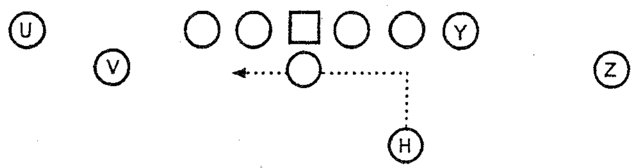


(EMPTY) TRIO FORMATIONS

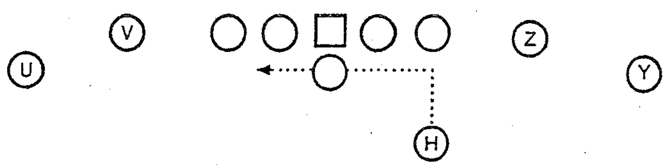
UNDER TROUBLE RIGHT (LEFT) FLOP "C-LEFT"



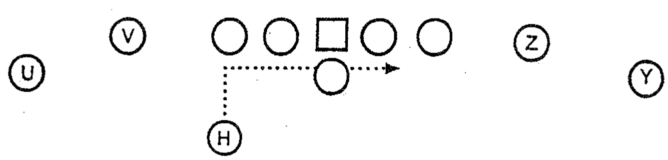
BELOW DOUBLE RIGHT (LEFT) "C-LEFT"



DOUBLE TROUBLE RIGHT (LEFT) "C-LEFT"

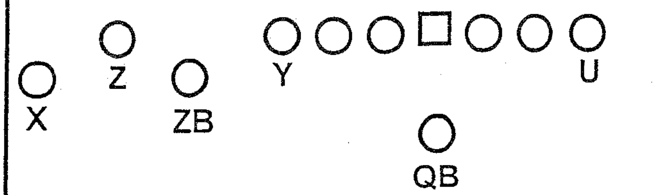


DOUBLE TROUBLE RIGHT (LEFT) "A-RIGHT"

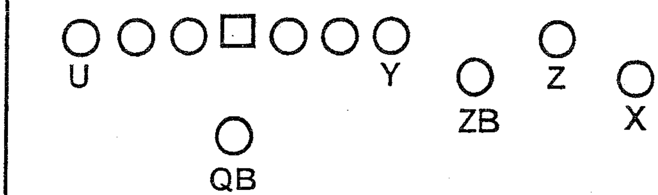


LEOPARD PERSONNEL

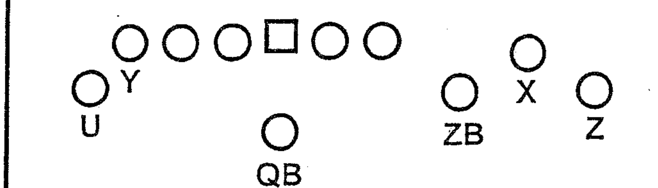
STRONG LEFT TWIN



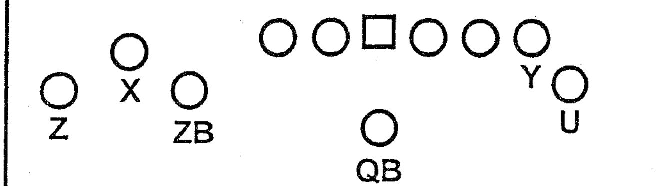
STRONG RIGHT TWIN



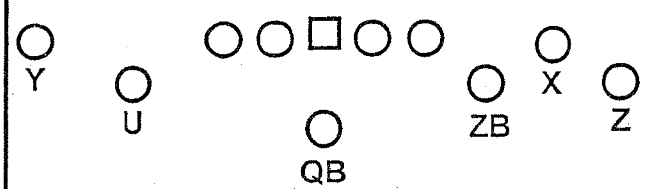
WEST CLUSTER LEFT



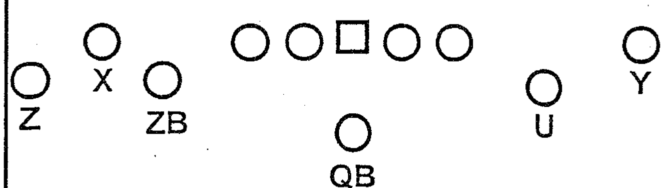
WEST CLUSTER RIGHT



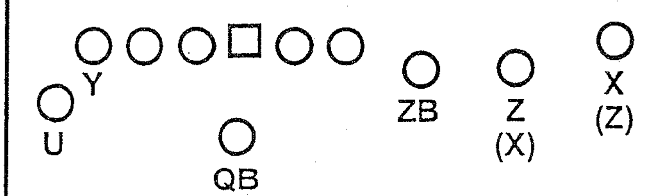
TROOP CLUSTER LEFT



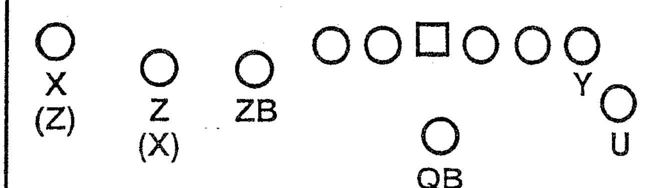
TROOP CLUSTER RIGHT



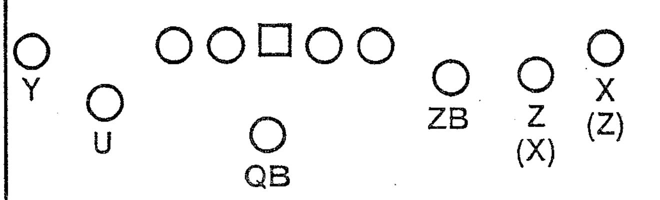
WEST WING LEFT SLOT (FLOP)



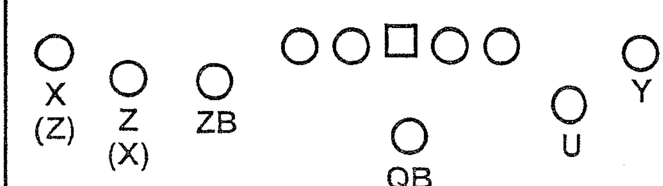
WEST WING RIGHT SLOT (FLOP)



TROOP WING LEFT SLOT (FLOP)

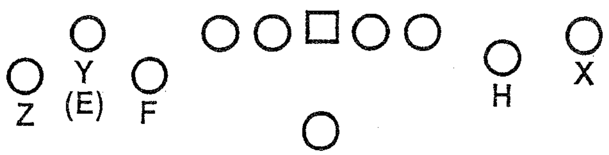


TROOP WING RIGHT SLOT (FLOP)

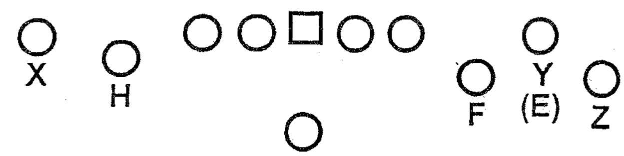


EMPTY FORMATIONS

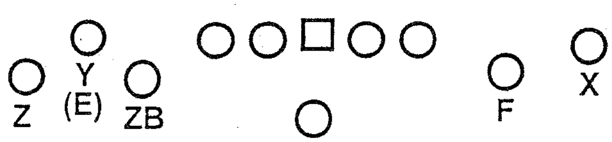
<RG/EG> EMPTY BUNCH LEFT



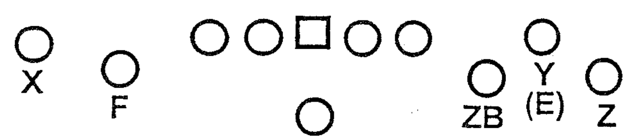
<RG/EG> EMPTY BUNCH RIGHT



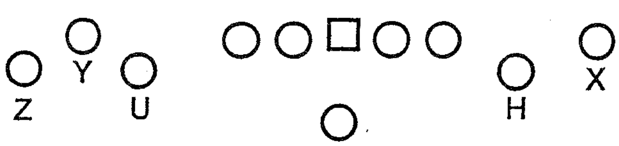
<ZB/AC> EMPTY BUNCH LEFT



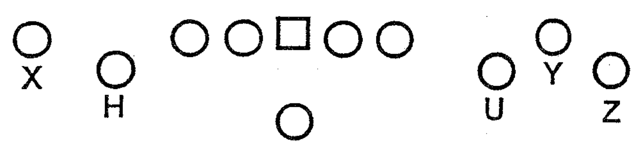
<ZB/AC> EMPTY BUNCH RIGHT



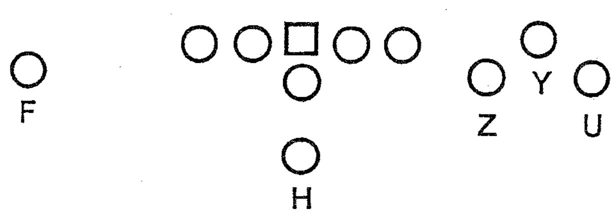
<TG> EMPTY BUNCH LEFT



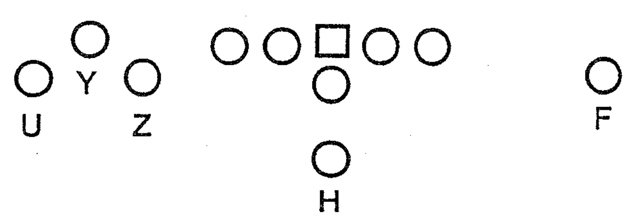
<TG> EMPTY BUNCH RIGHT



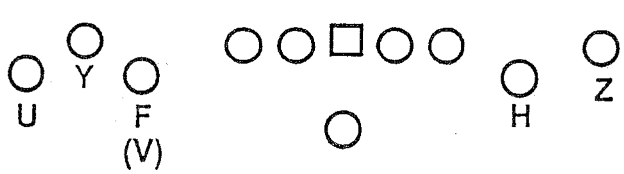
<JM> BEYOND BUNCH RIGHT



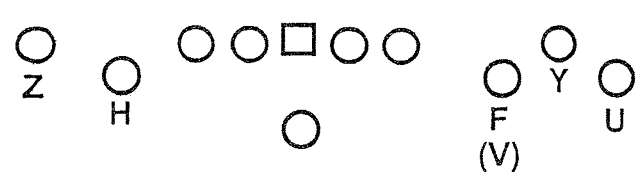
<JM> BEYOND BUNCH LEFT



<JM> <TR> EMPTY BUNCH LEFT FLOP

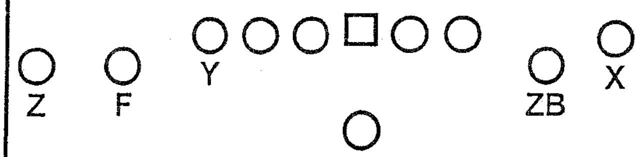


<JM> <TR> EMPTY BUNCH RIGHT FLOP

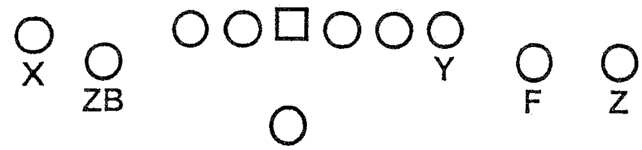


EMPTY FORMATIONS

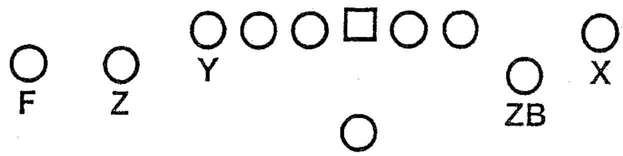
<ZB> EMPTY UPPER LEFT



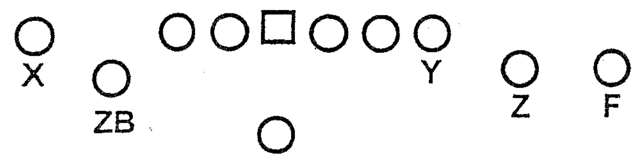
<ZB> EMPTY UPPER RIGHT



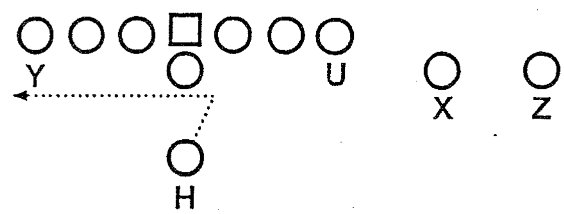
<ZB> EMPTY FARTHER LEFT



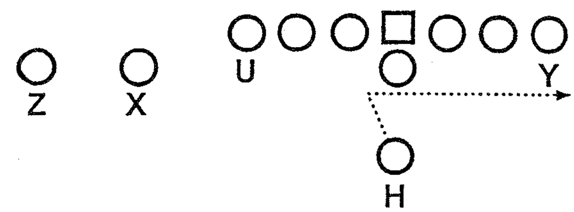
<ZB> EMPTY FARTHER RIGHT



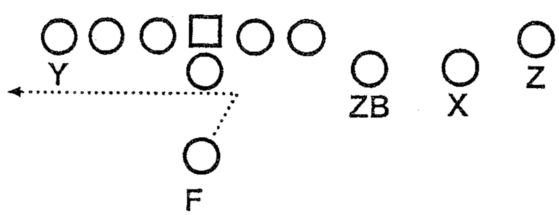
<TG> LEFT FLOP B LEFT



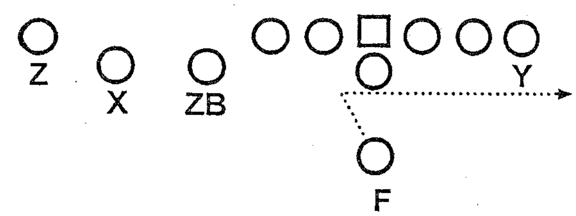
<TG> RIGHT FLOP B RIGHT



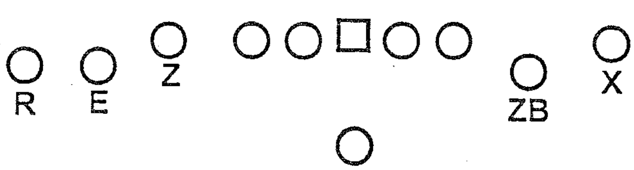
<ZB> WING LEFT FLOP B LEFT



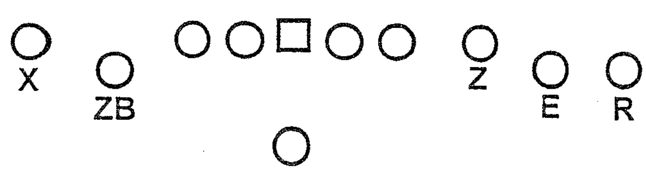
<ZB> WING RIGHT FLOP B RIGHT



<BIG 5> EMPTY SPREAD LEFT



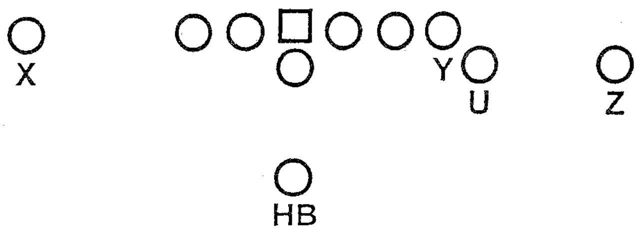
<BIG 5> EMPTY SPREAD RIGHT



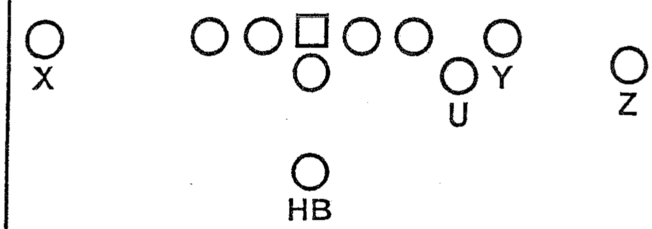
EAST - WEST // NORTH - SOUTH // PAIR - FLEX

TIGER

WEST RIGHT

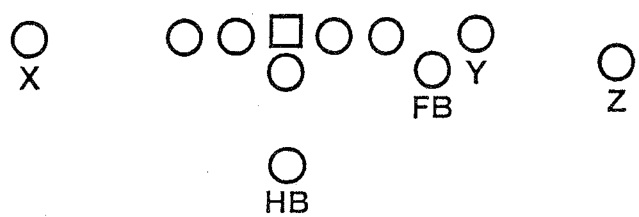


EAST RIGHT

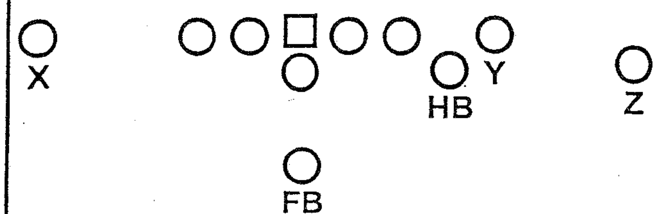


REGULAR

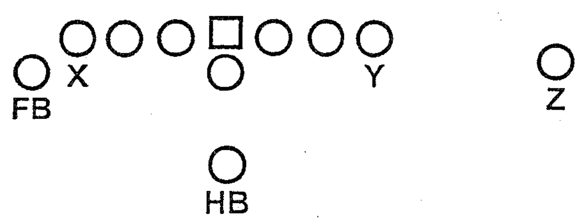
FB EAST RIGHT



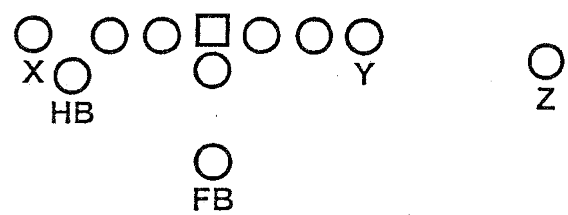
HB EAST RIGHT



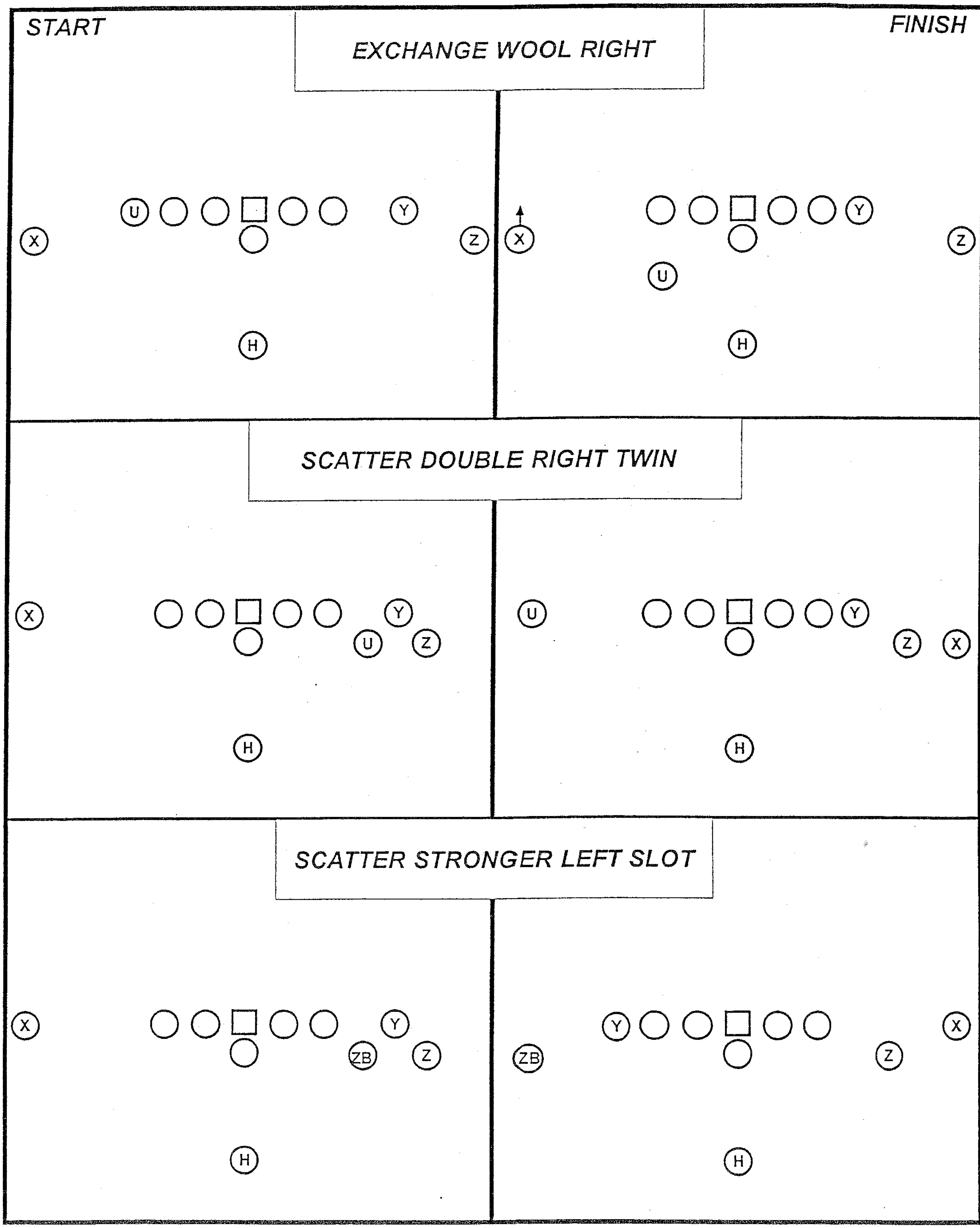
FB SOUTH RIGHT



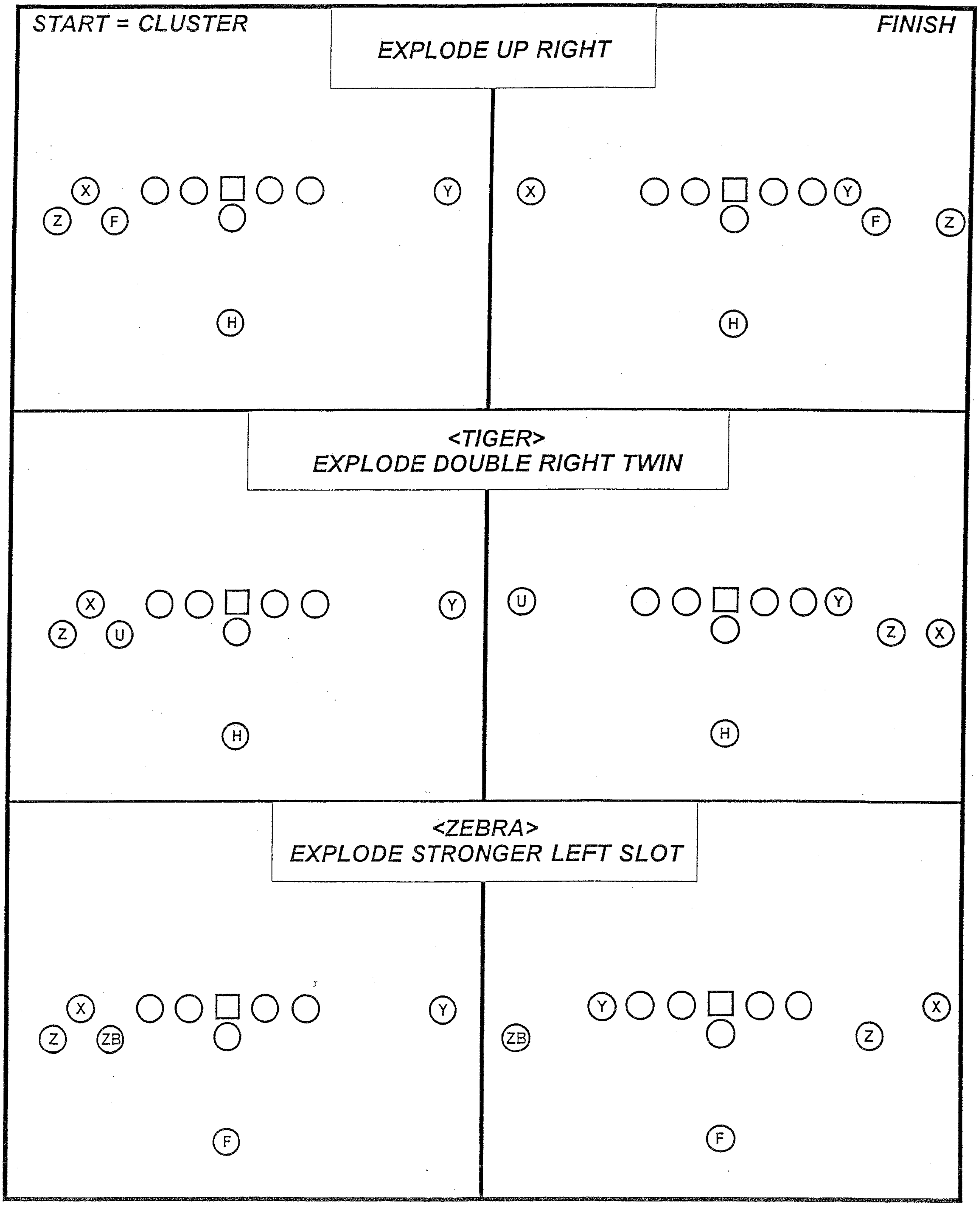
HB NORTH RIGHT



NEW ORLEANS SAINTS 2004
FORMATION RECOGNITION



NEW ORLEANS SAINTS 2004
EXPLODE SHIFT

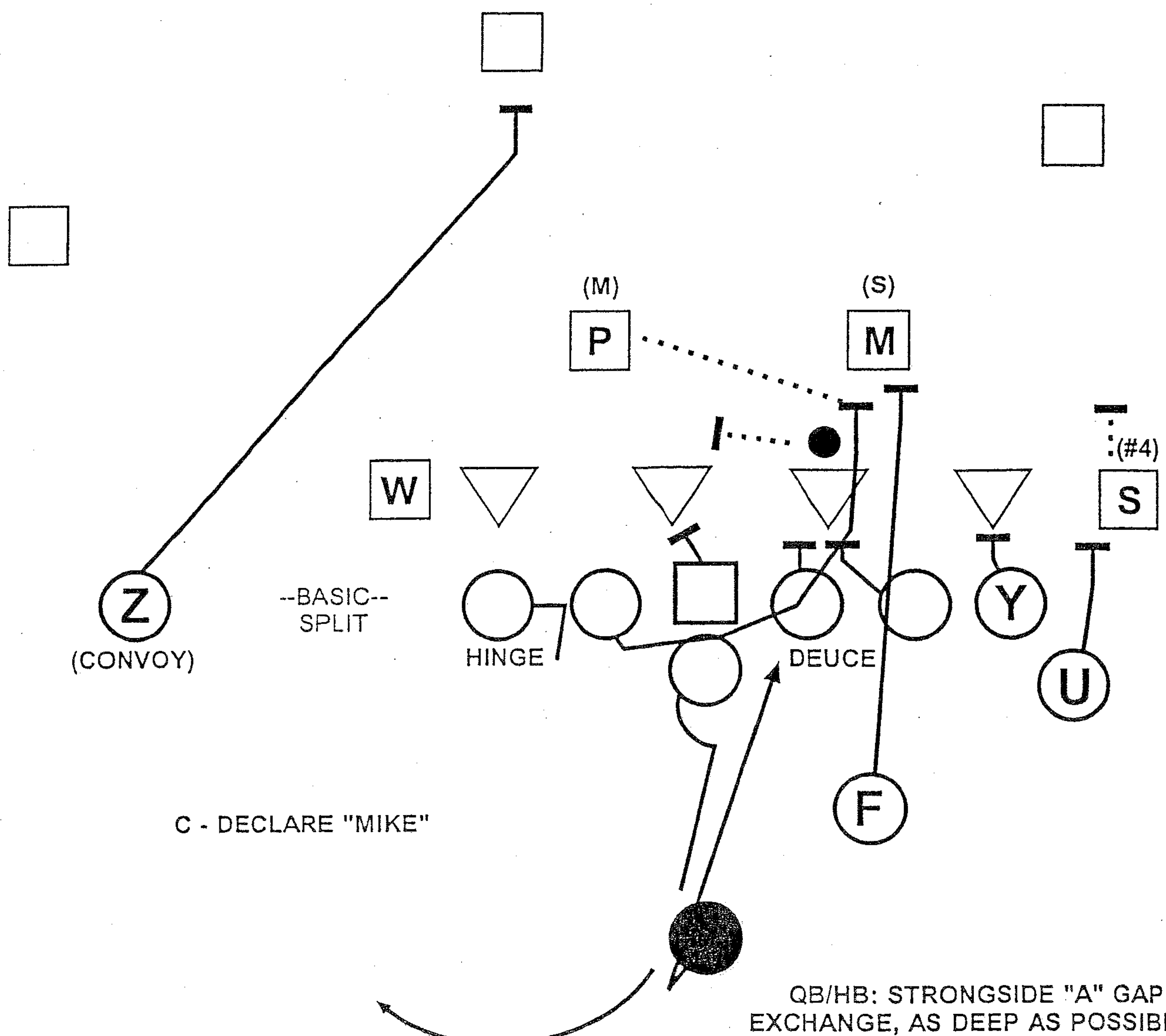


JAB 96/97 POWER BANG SPOT

DEFENSE: 44 OVER

JUMBO
KING RIGHT (LEFT) PAIR
JAB 96 (97) POWER BANG SPOT

"RUN IT RUN"
SPOTTED RUN



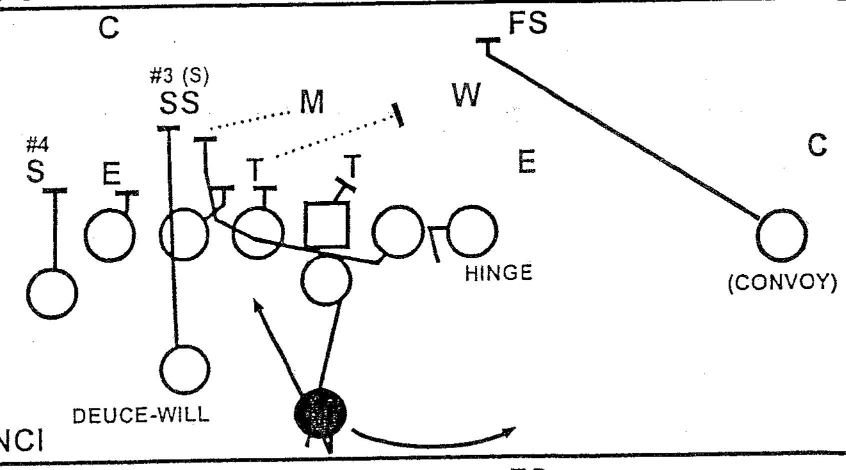
C - DECLARE "MIKE"

QB/HB: STRONGSIDE "A" GAP EXCHANGE, AS DEEP AS POSSIBLE! NAKED FAKE!!

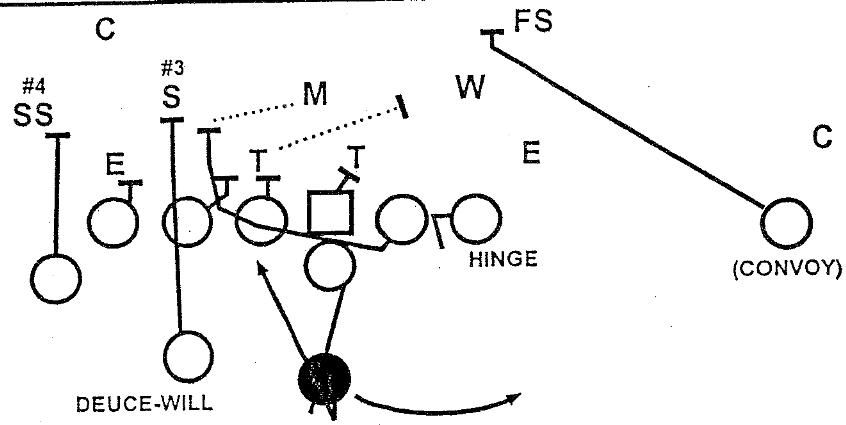
INSTALLATION #1
RUN

NEW ORLEANS SAINTS SY RUN GAME

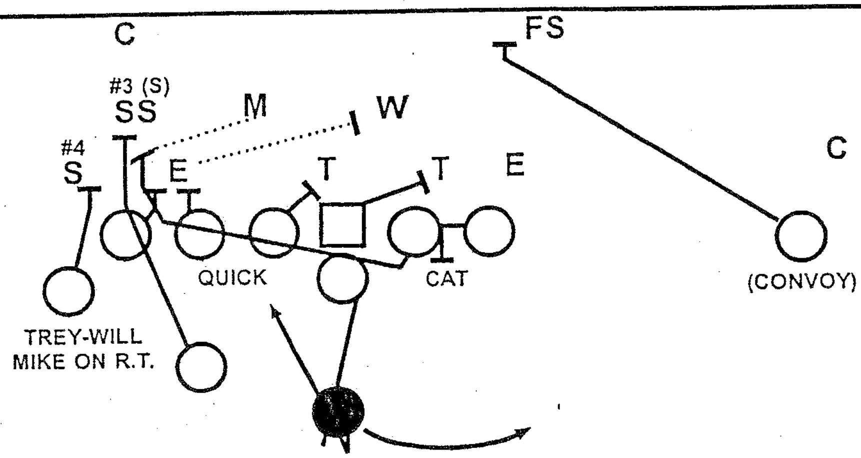
<JMB> KING PAIR JAB 96/97 POWER BANG SPOT



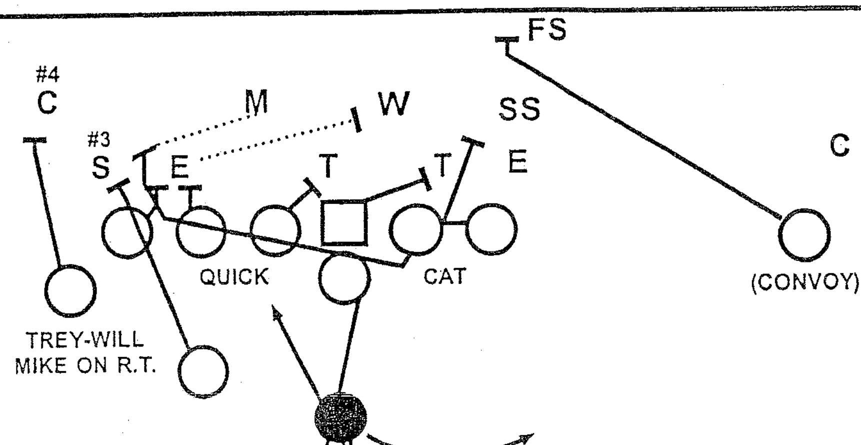
DEFENSE: 55 WIDE BRONCI



DEFENSE: 59 BRONCO



DEFENSE: 25 BRONCI



DEFENSE: 25 COLT

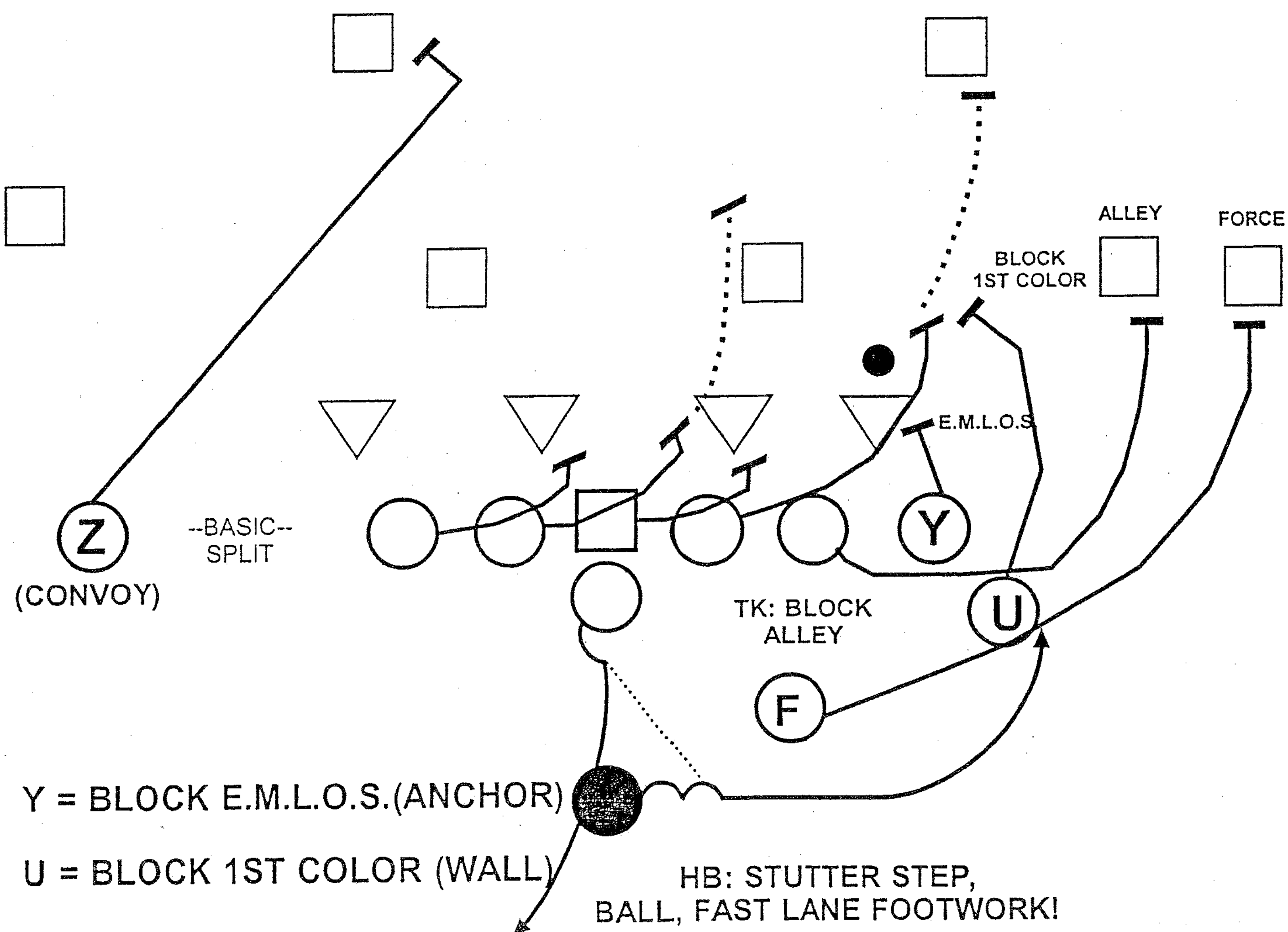
NEW ORLEANS SAINTS RUN GAME

** 98/99 TAXI **

DEFENSE: 59

JUMBO
KING PAIR RIGHT (LEFT)
98 (99) TAXI "Z KEY"

"RUN IT RUN"



Y = BLOCK E.M.L.O.S.(ANCHOR)

U = BLOCK 1ST COLOR (WALL)

F = BLOCK FORCE

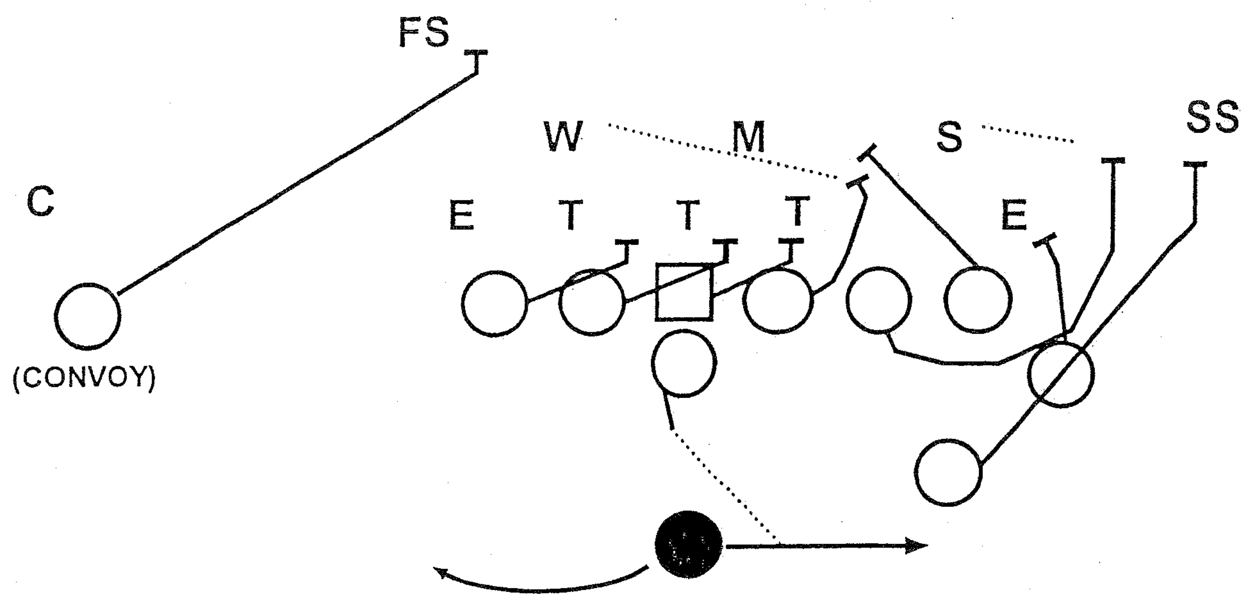
TK = BLOCK ALLEY

HB: STUTTER STEP,
BALL, FAST LANE FOOTWORK!

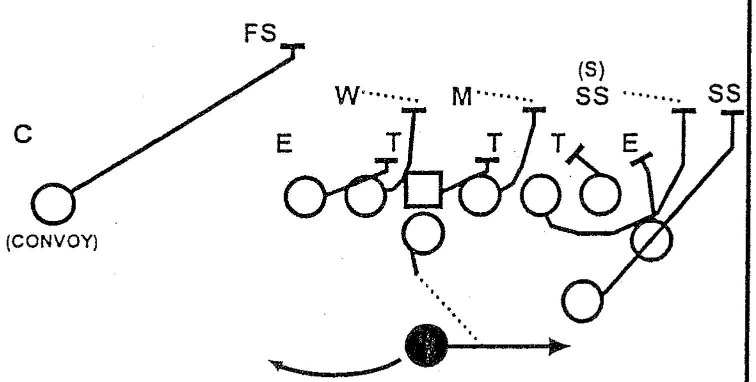
QB: TOSS = FAST LANE TOSS (8/9),
PUT THE BALL ON THE BALL CARRIER.
"FASTBALL"

NEW ORLEANS SAINTS

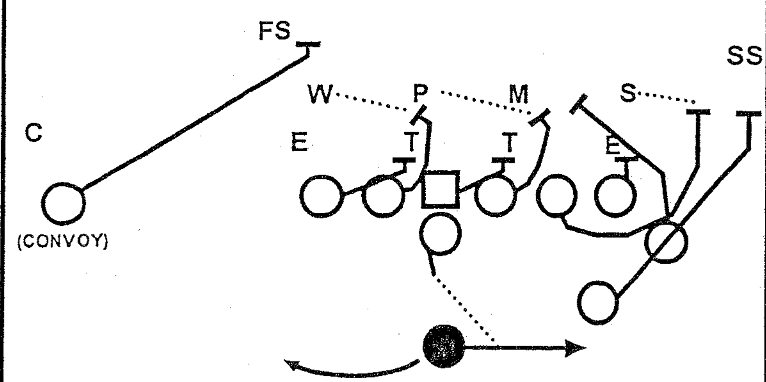
JUMBO
KING RIGHT (LEFT) PAIR
98 (99) TAXI



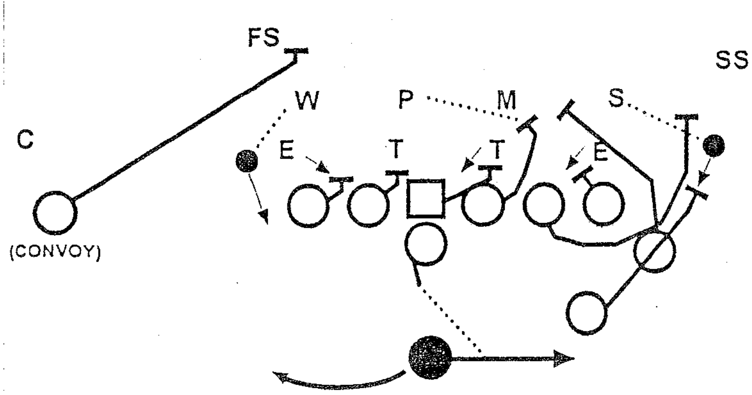
:EFENSE: 5-3 SINK



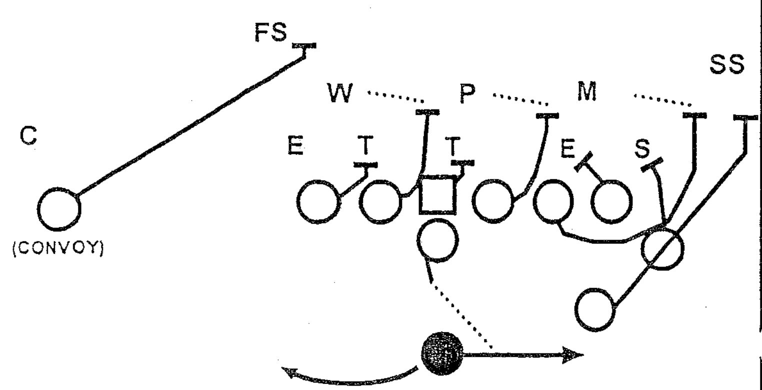
DEFENSE: 5-2 OVER



DEFENSE: 4-4 OVER



DEFENSE: 44 OVER SAW



DEFENSE: 4-4 UNDER COLT

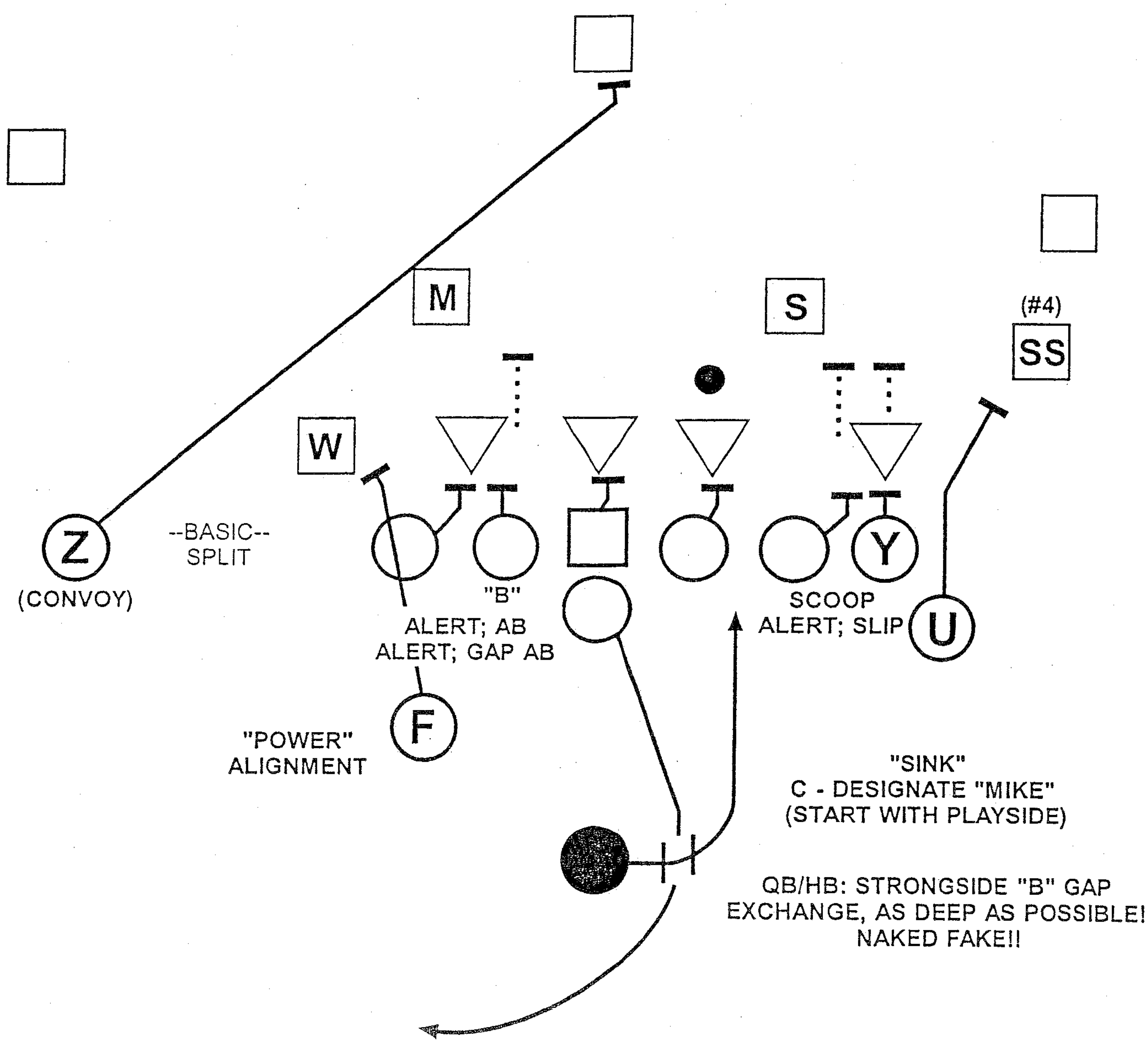
NOTES :

NEW ORLEANS SAINTS SY RUN GAME

** 94/95 SLASH JACK **

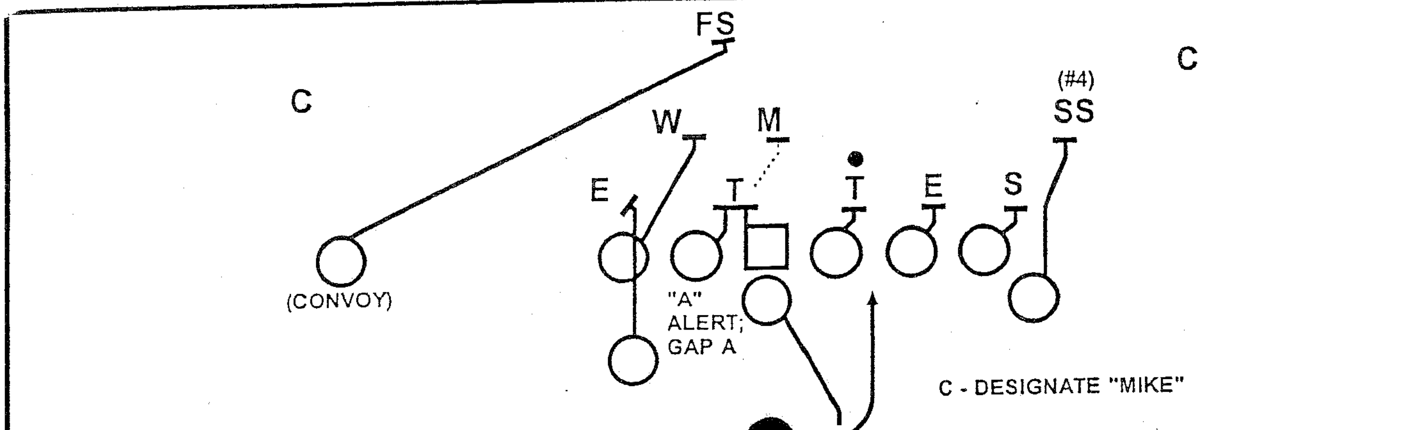
DEFENSE: 57 SINK

JUMBO
QUEEN RIGHT (LEFT) PAIR
94 (95) SLASH JACK
"RUN IT RUN"
*POSSIBLE = "SPOTTED"
*POSSIBLE = "DECLARATION REDESIGNATION"
*ALERT: "RED OVER" TO 95 (94) BOB

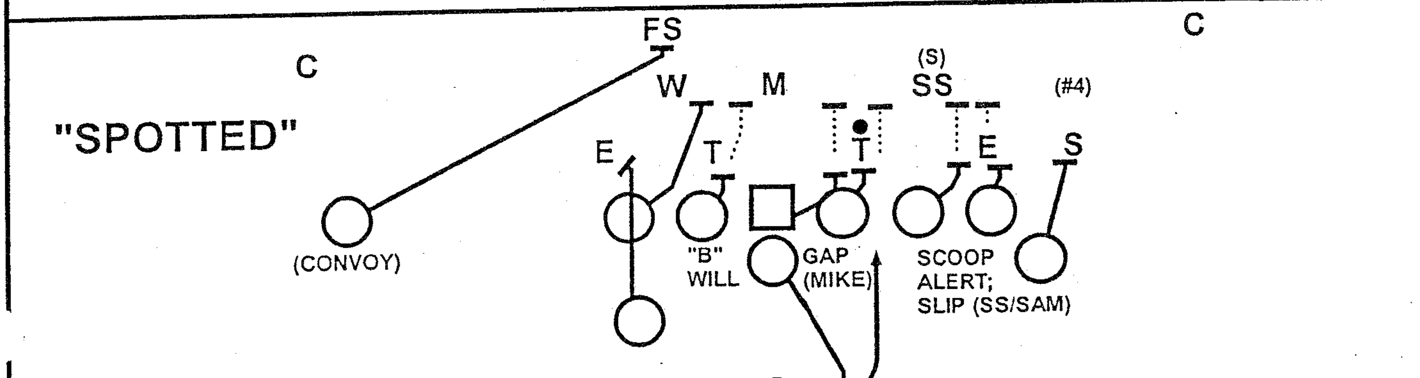


NEW ORLEANS SAINTS SY RUN GAME

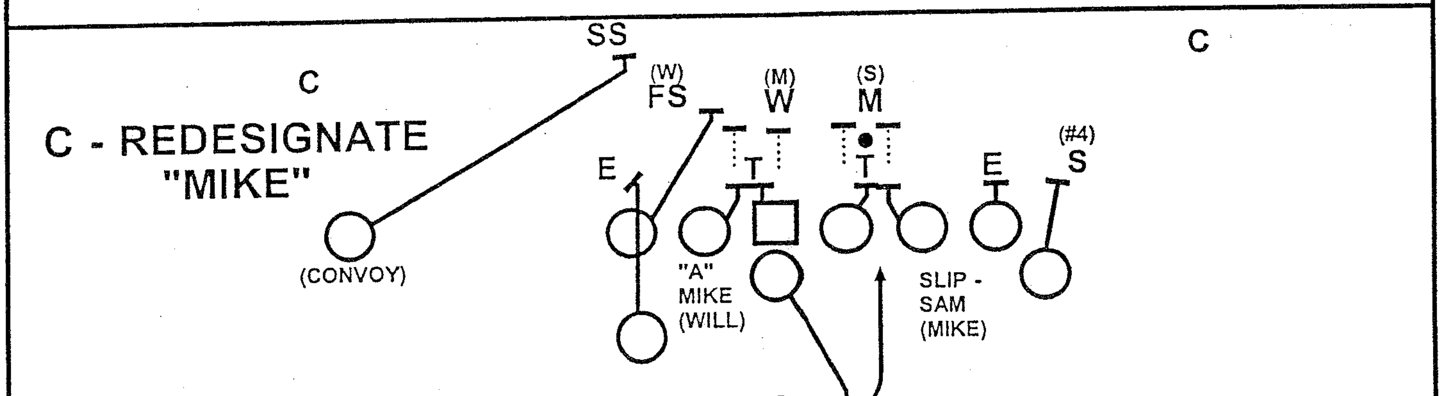
<JUMBO> 94 (95) SLASH JACK



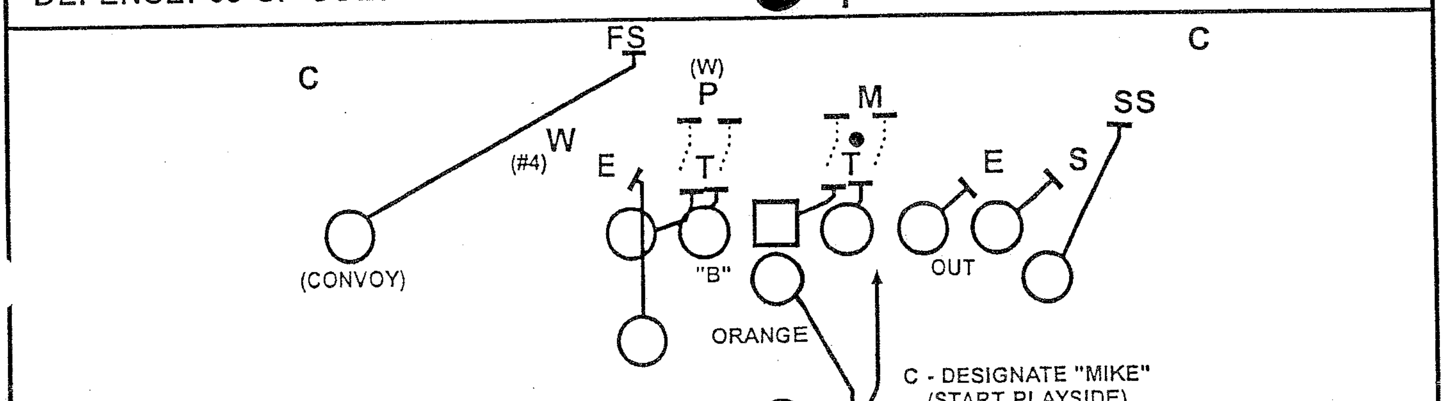
DEFENSE: 55 BRONCO



DEFENSE: 45 WIDE BRONCI



DEFENSE: 59 SF COLT



DEFENSE: 44

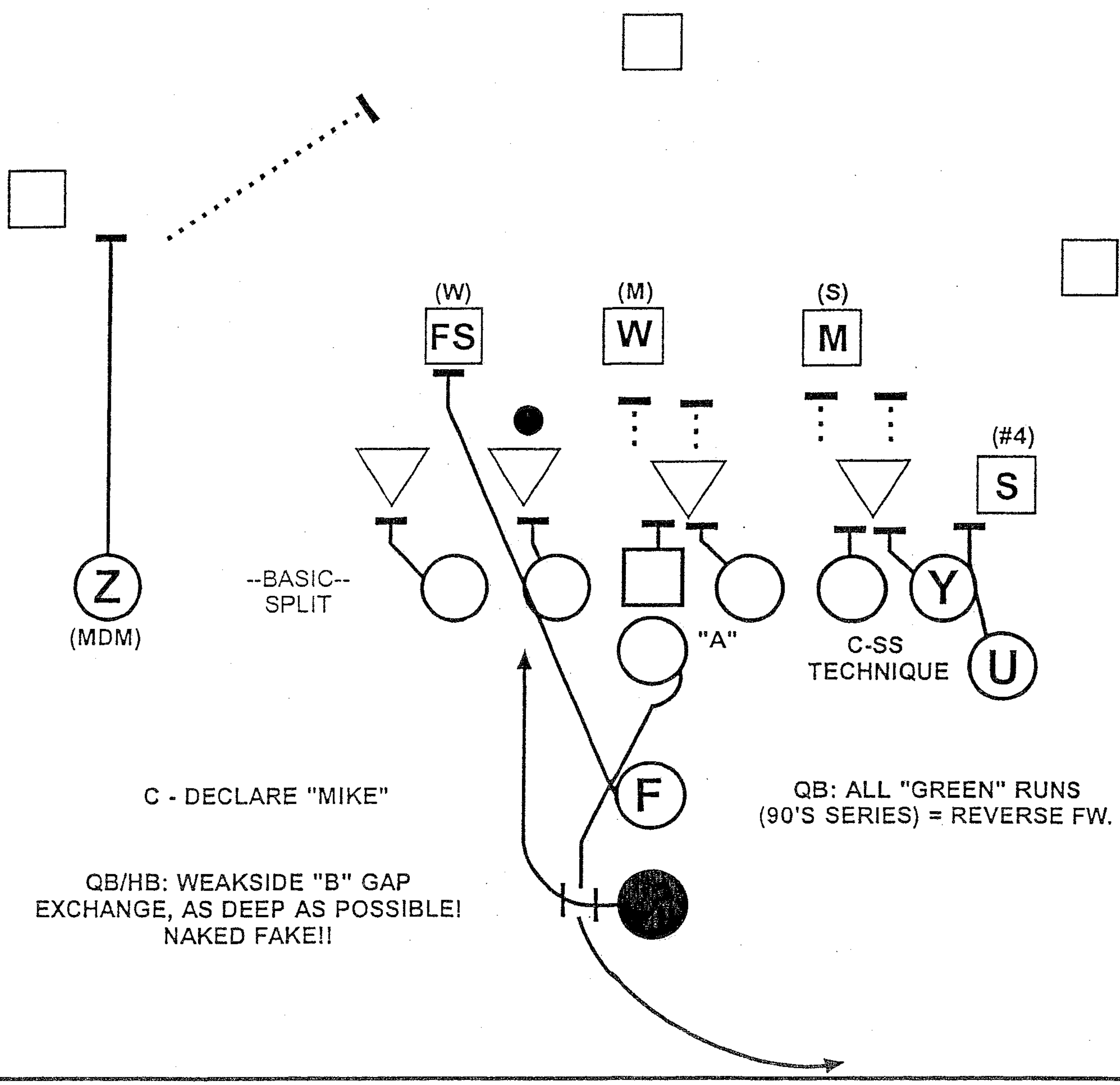
NEW ORLEANS SAINTS SY RUN GAME

** 95/94 BOB SPOT **

DEFENSE: 25 COLT

JUMBO
GREEN RIGHT (LEFT) PAIR
95 (94) BOB SPOT

"RUN IT RUN"
SPOTTED RUN



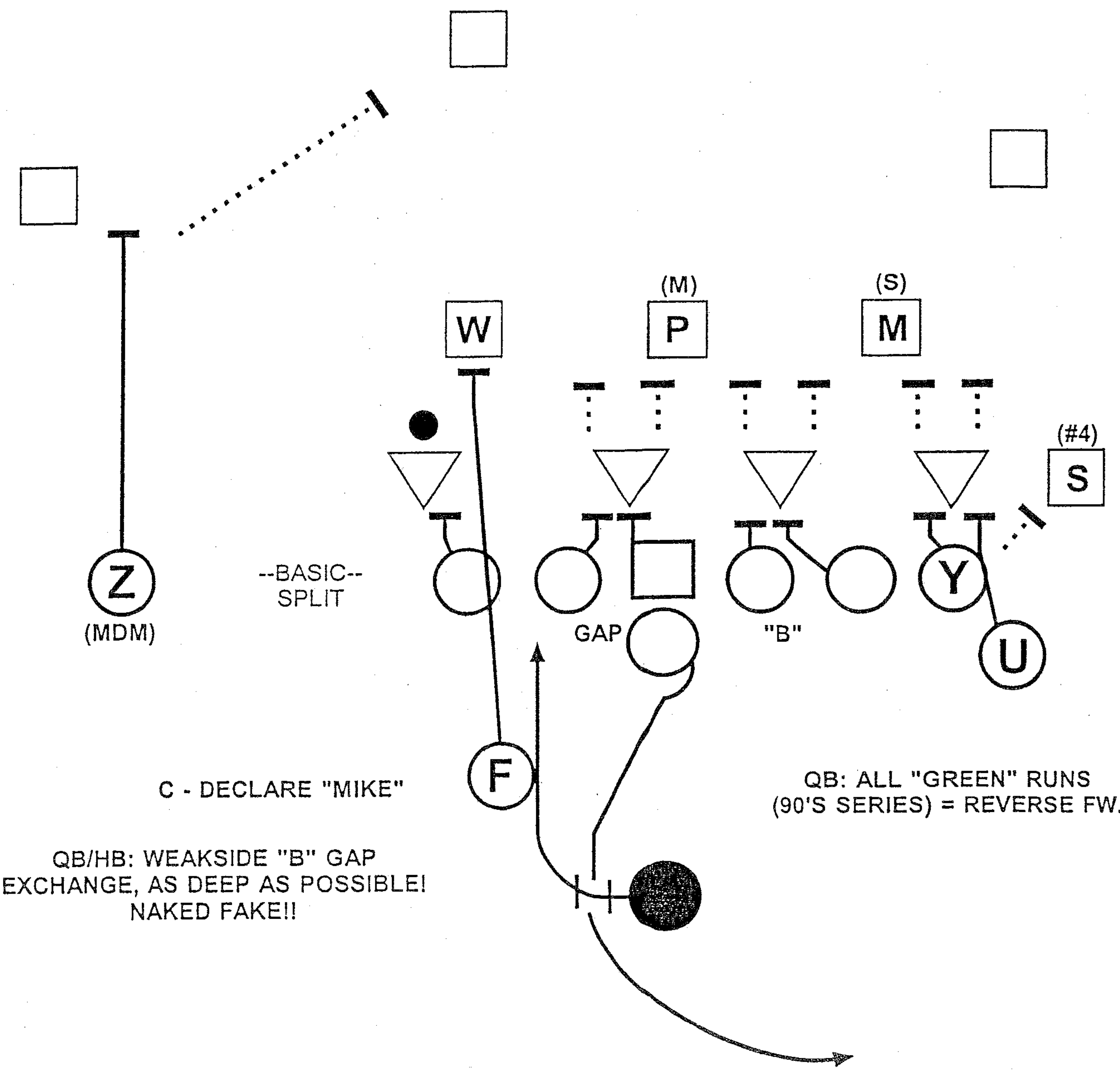
NEW ORLEANS SAINTS SY RUN GAME

** 95/94 BOB SPOT **

DEFENSE: 44 OVER BOSS

JUMBO
QUEEN RIGHT (LEFT) PAIR
95 (94) BOB SPOT

"RUN IT RUN"
SPOTTED RUN



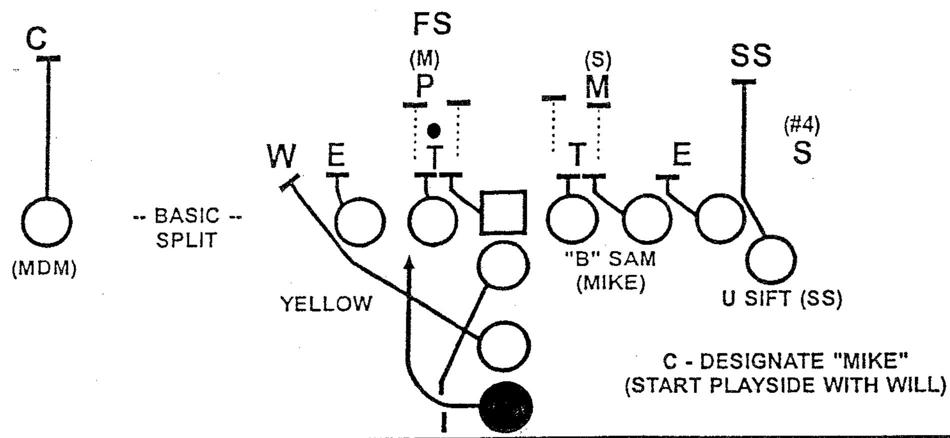
C - DECLARE "MIKE"

QB/HB: WEAKSIDE "B" GAP EXCHANGE, AS DEEP AS POSSIBLE! NAKED FAKE!!

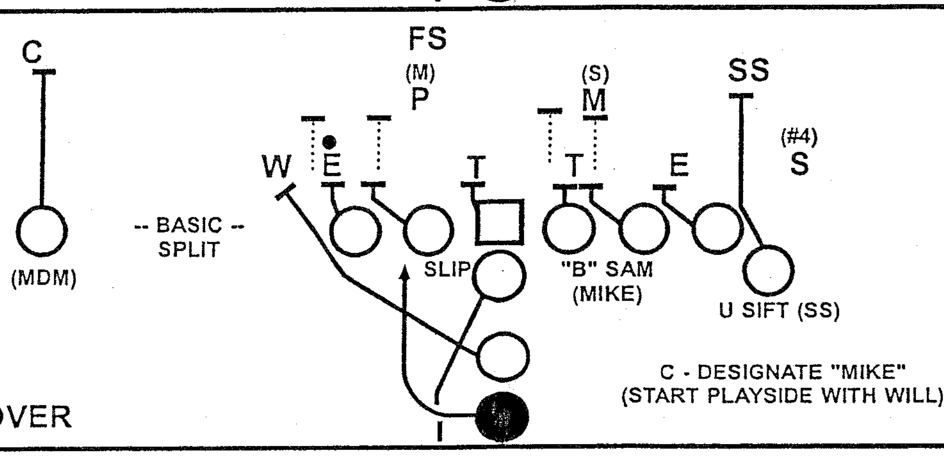
QB: ALL "GREEN" RUNS (90'S SERIES) = REVERSE FW.

NEW ORLEANS SAINTS SY RUN GAME

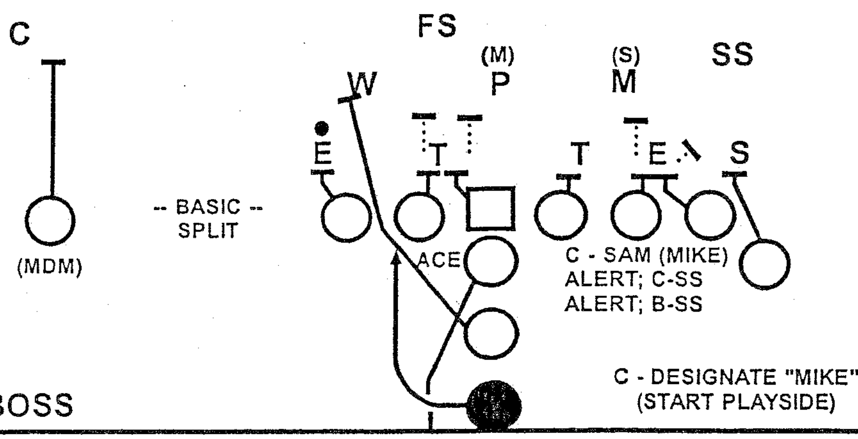
<JUMBO> GREEN PAIR 95 (94) BOB SPOT



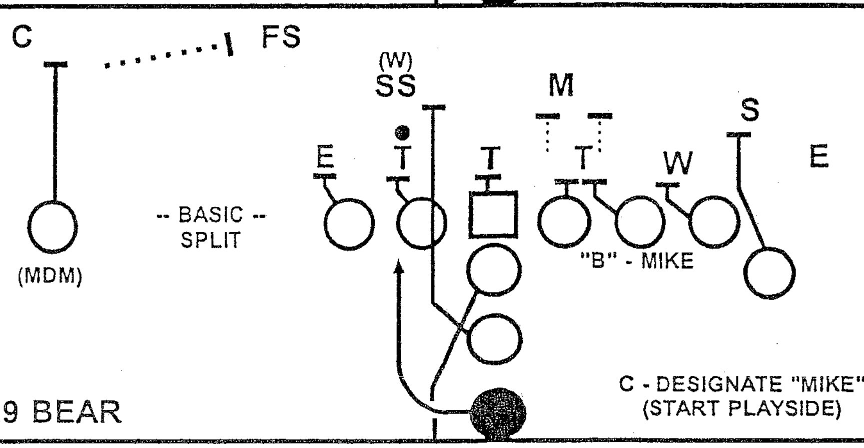
DEFENSE: 44



DEFENSE: 44 OVER



DEFENSE: 4-4 BOSS



DEFENSE: SY 29 BEAR

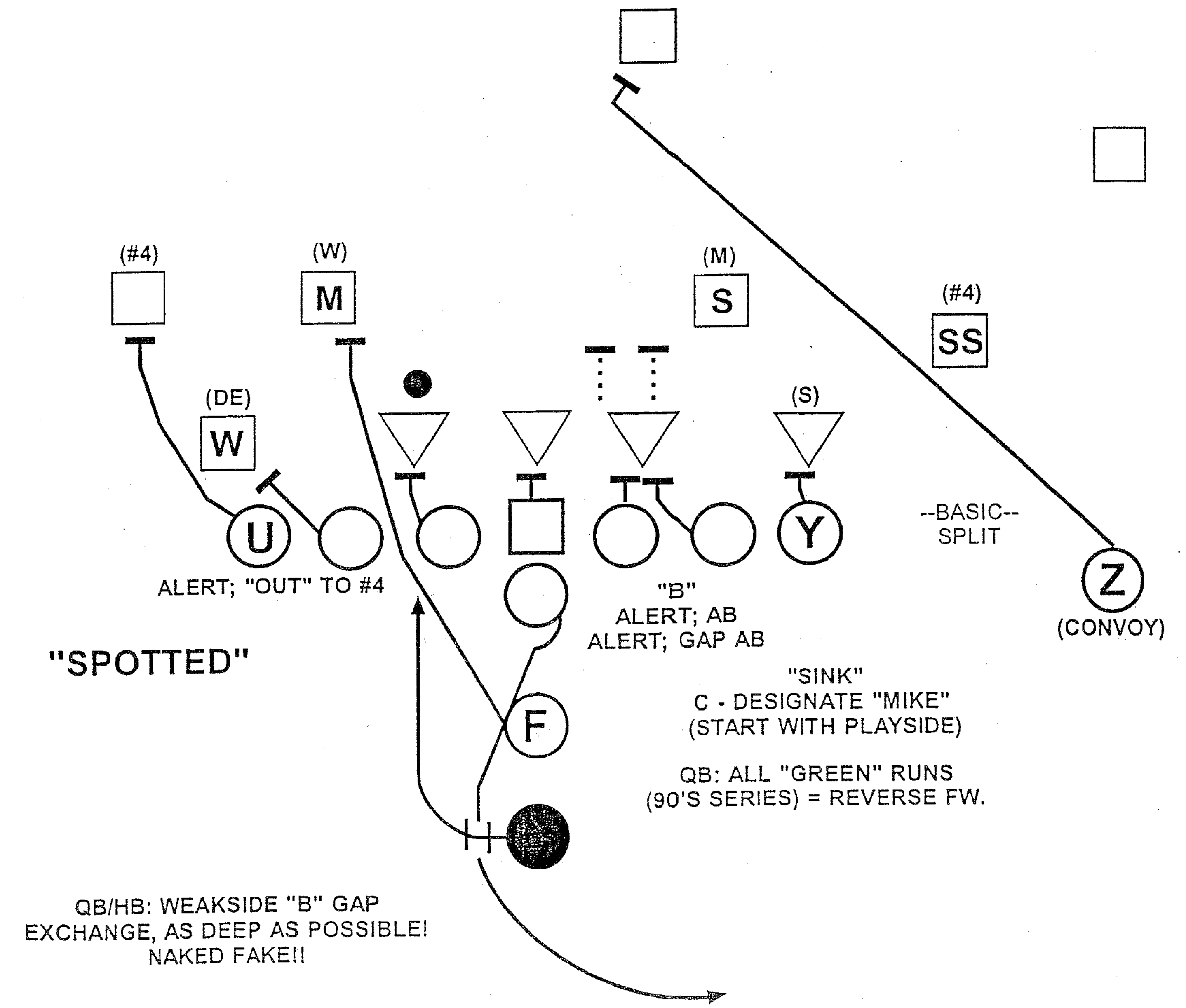
NEW ORLEANS SAINTS SY RUN GAME

** 95/94 BOB TESS SPOT **

DEFENSE: 57 SINK

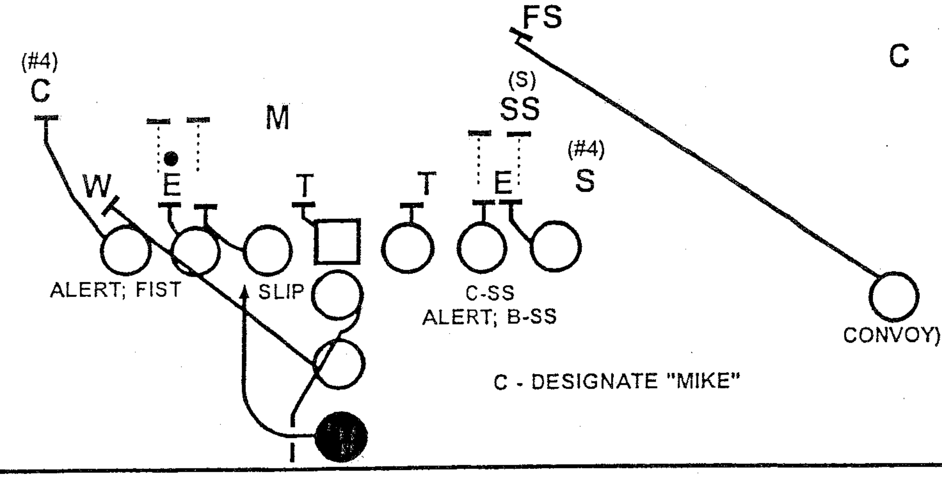
JUMBO
QUEEN RIGHT (LEFT)
95 (94) BOB TESS SPOT "Z KEY"

"RUN IT RUN"
*POSSIBLE = "SPOTTED"
*POSSIBLE = "DECLARATION REDESIGNATION"

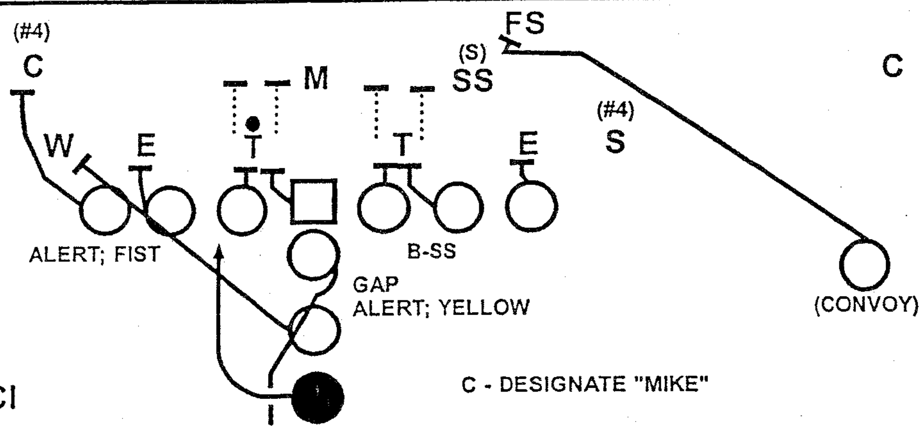


NEW ORLEANS SAINTS SY RUN GAME

<JUMBO> 95 (94) BOB TESS SPOT

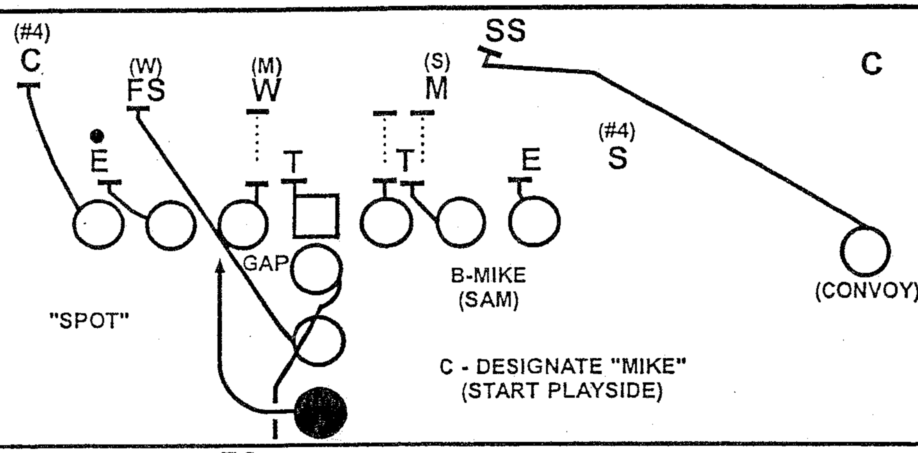


DEFENSE: 53 BRONCI



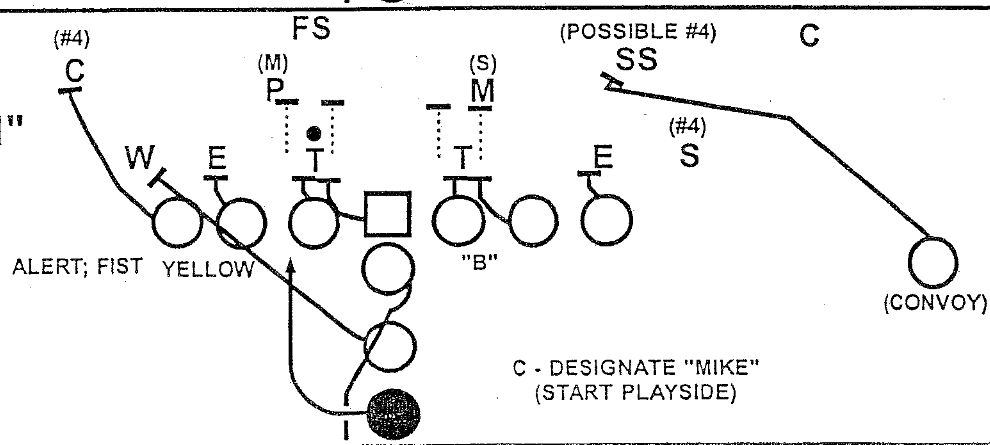
DEFENSE: 43 WIDE BRONCI

"SPOTTED"



DEFENSE: 59 SF COLT

"DECLARATION REDESIGNATION"

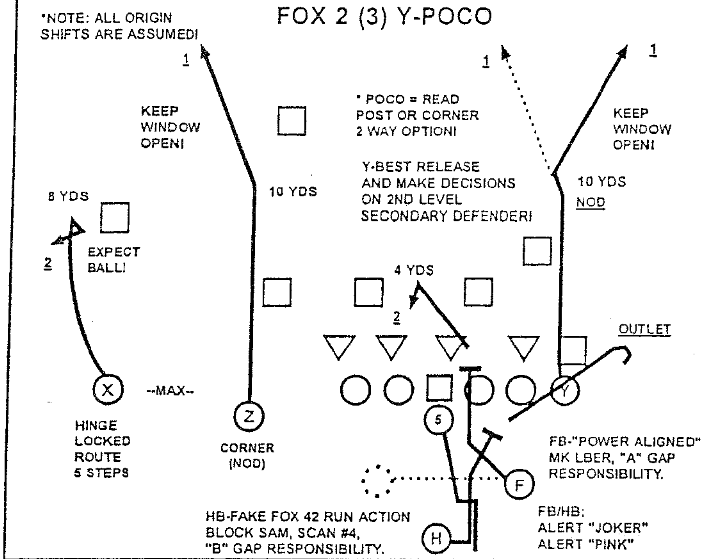


DEFENSE: 44

NEW ORLEANS SAINTS — RZ #3

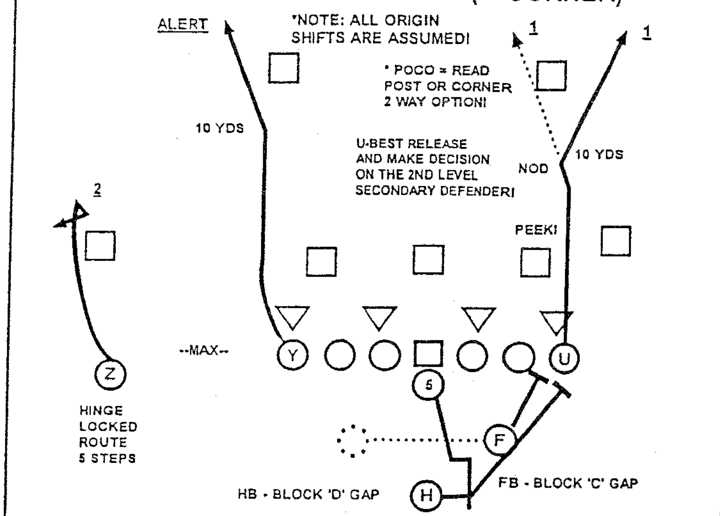
+20 TO +16

QUEEN RIGHT SLOT "FUZZ"
FOX 2 (3) Y-POCO



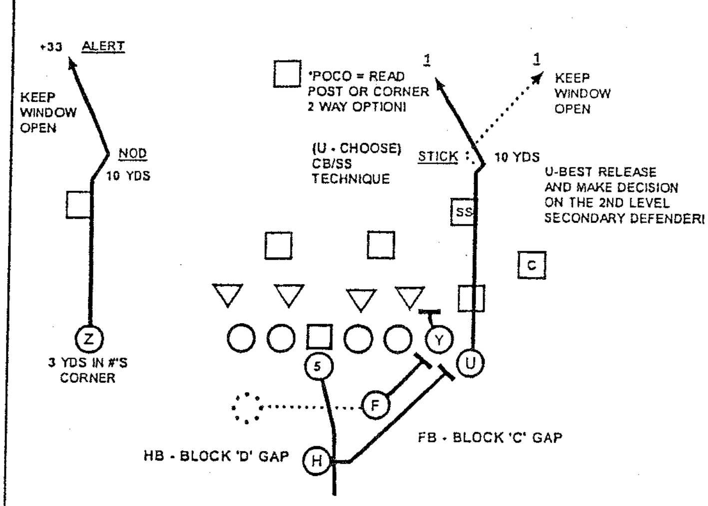
+20 TO +16

<JMB>
KING LEFT "FUZZ"
FOX 6 U POCO Z HINGE (Y CORNER)



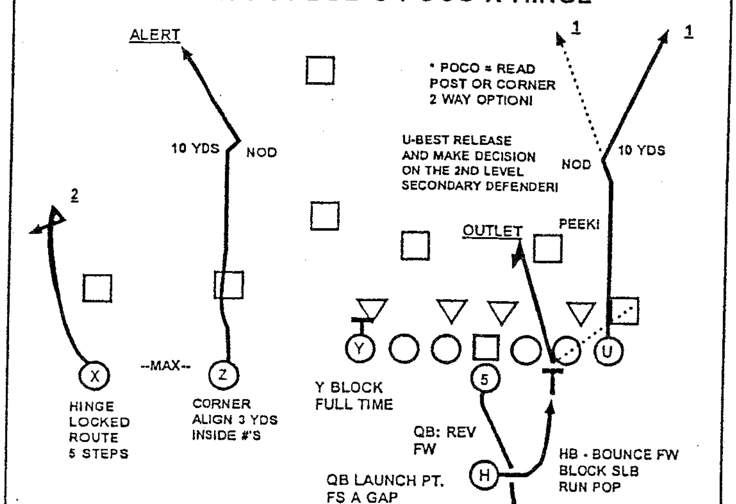
+20 TO +16

<JMB>
QUEEN RIGHT PAIR "FUZZ"
FOX 6 "SOLID" U POCO Z CORNER



+20 TO +16

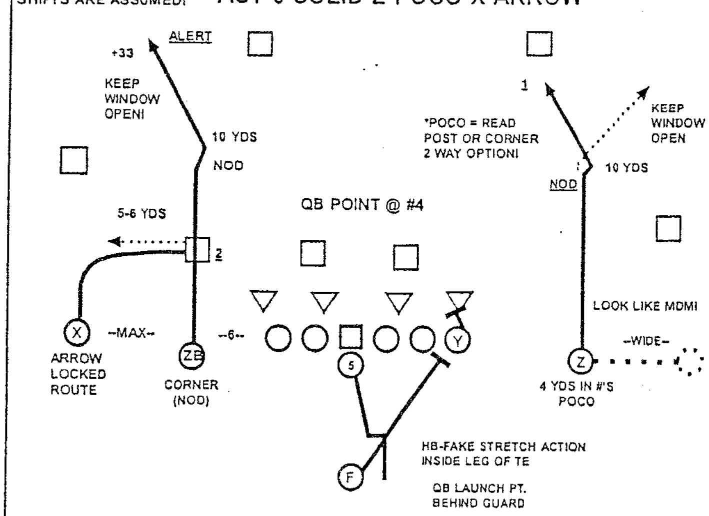
<TG>
LEFT TWIN
PASS 94 BOB U POCO X HINGE



+20 TO +16

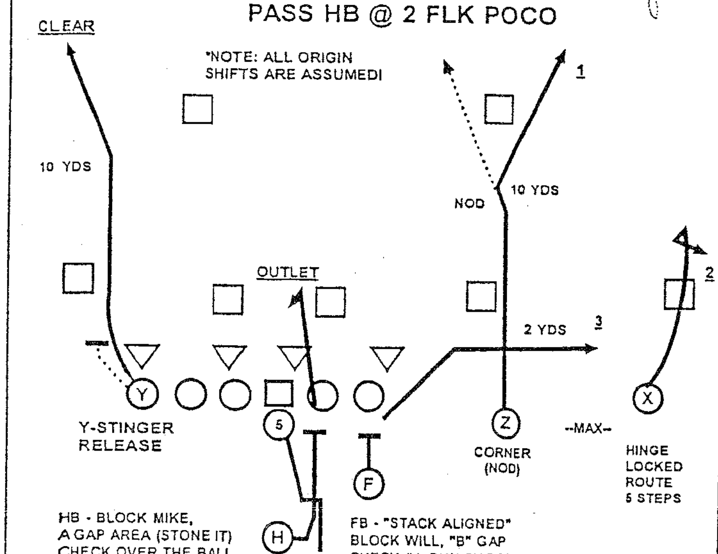
<ZB>
"ZIP" WIDE RIGHT
ACT 6 SOLID Z POCO X ARROW

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



+20 TO +16

QUEEN LEFT SLOT *Pure Progression*
PASS HB @ 2 FLK POCO





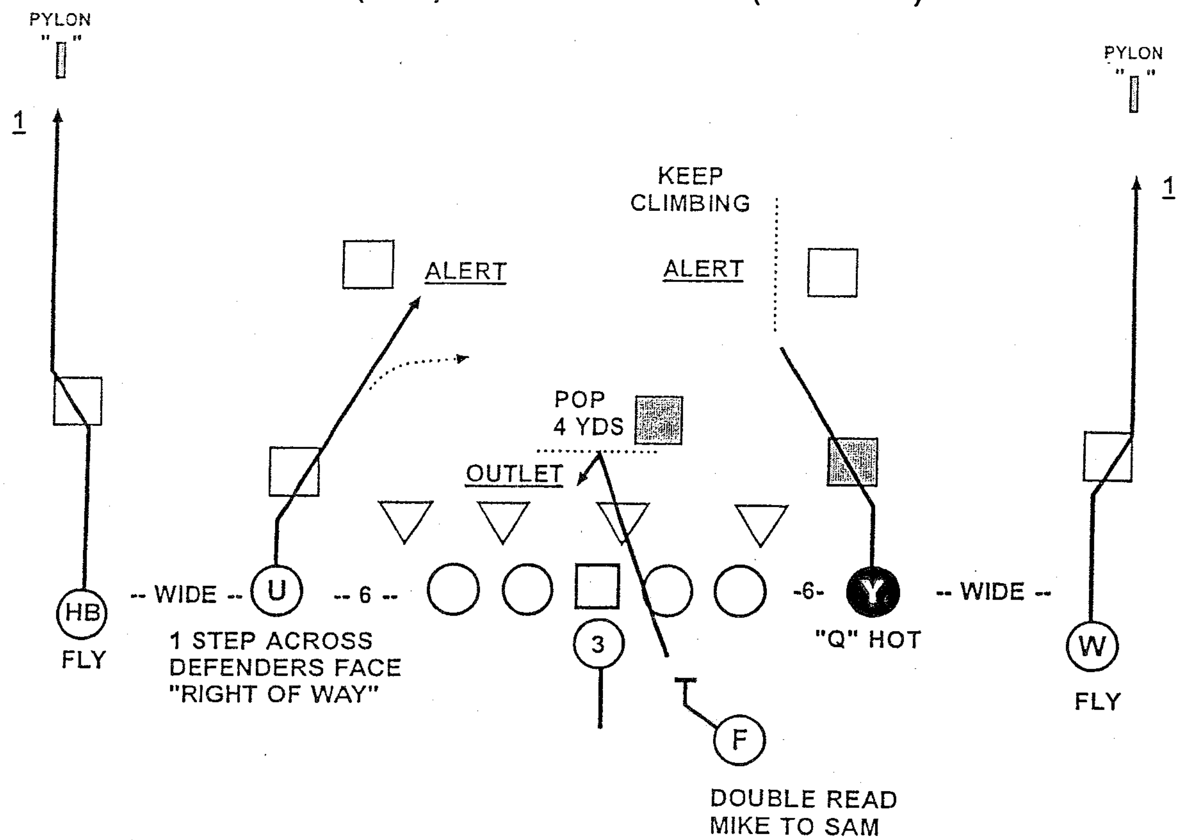
MINI CAMP

NEW ORLEANS SAINTS
FOOTBALL 2004

INSTALLATION #1
PASS

NEW ORLEANS SAINTS

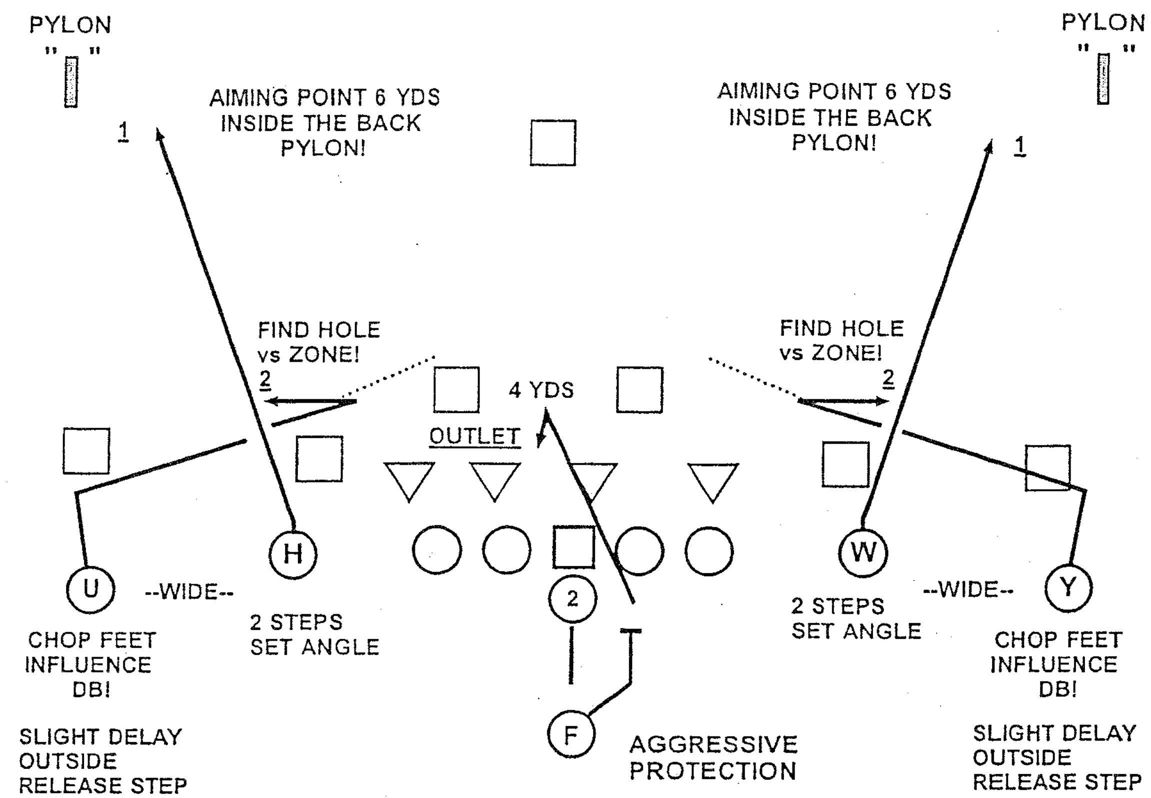
<TANK>
"SHIFT" WIDER RIGHT (LEFT) OPEN
200 (300) JET LOOK FLY (FB POP)



NOTES:

NEW ORLEANS SAINTS

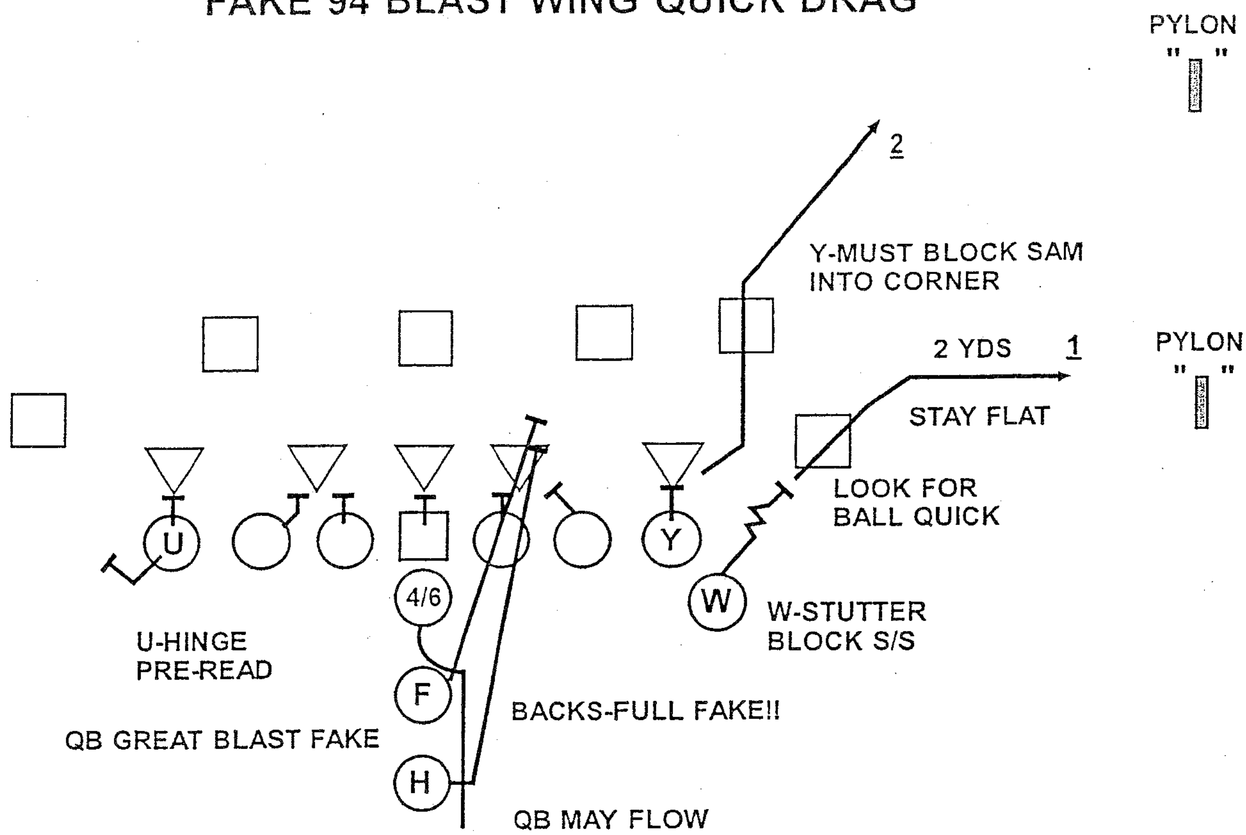
<TANK>
SHIFT WIDE RIGHT (LEFT) OUTSIDE
200 (300) JET BOTH RACE



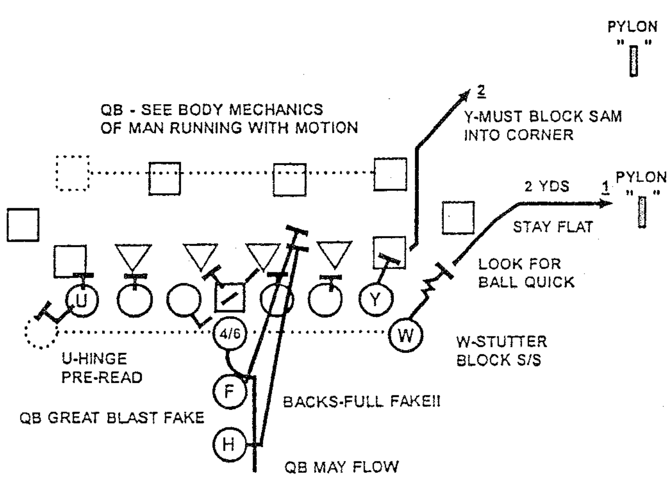
NOTES:

NEW ORLEANS SAINTS

<TANK>
(WING MOTION) GREEN RIGHT
FAKE 94 BLAST WING QUICK DRAG



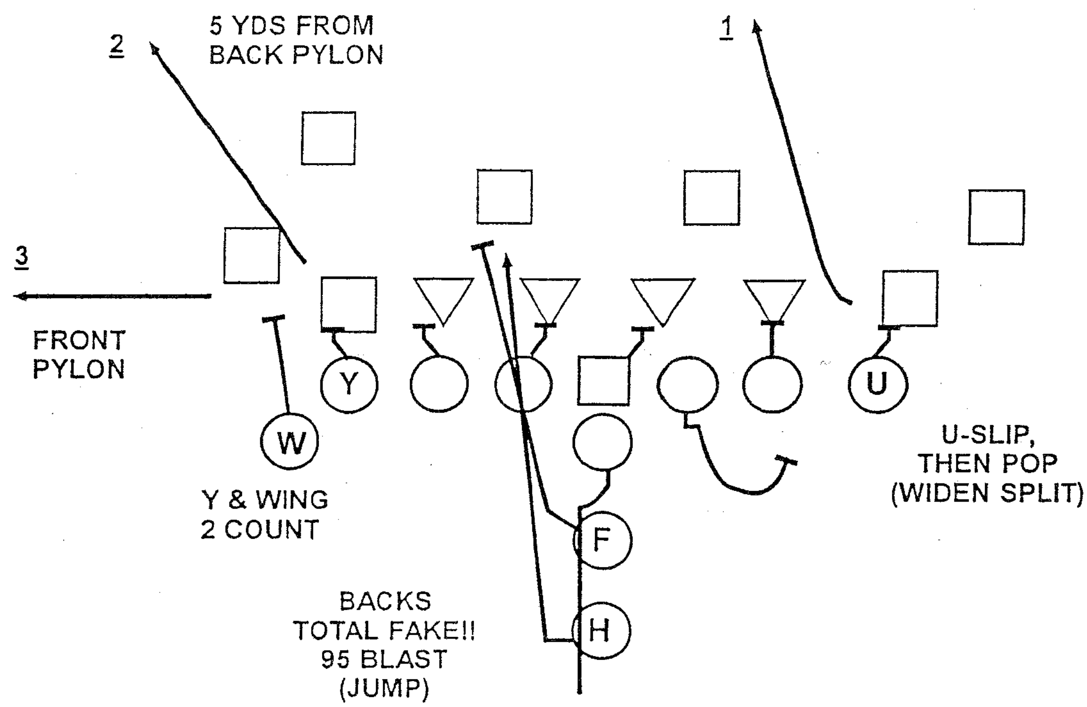
<TANK>
WING MOTION GREEN RIGHT
FAKE 94 BLAST WING QUICK DRAG



NOTES:

NEW ORLEANS SAINTS

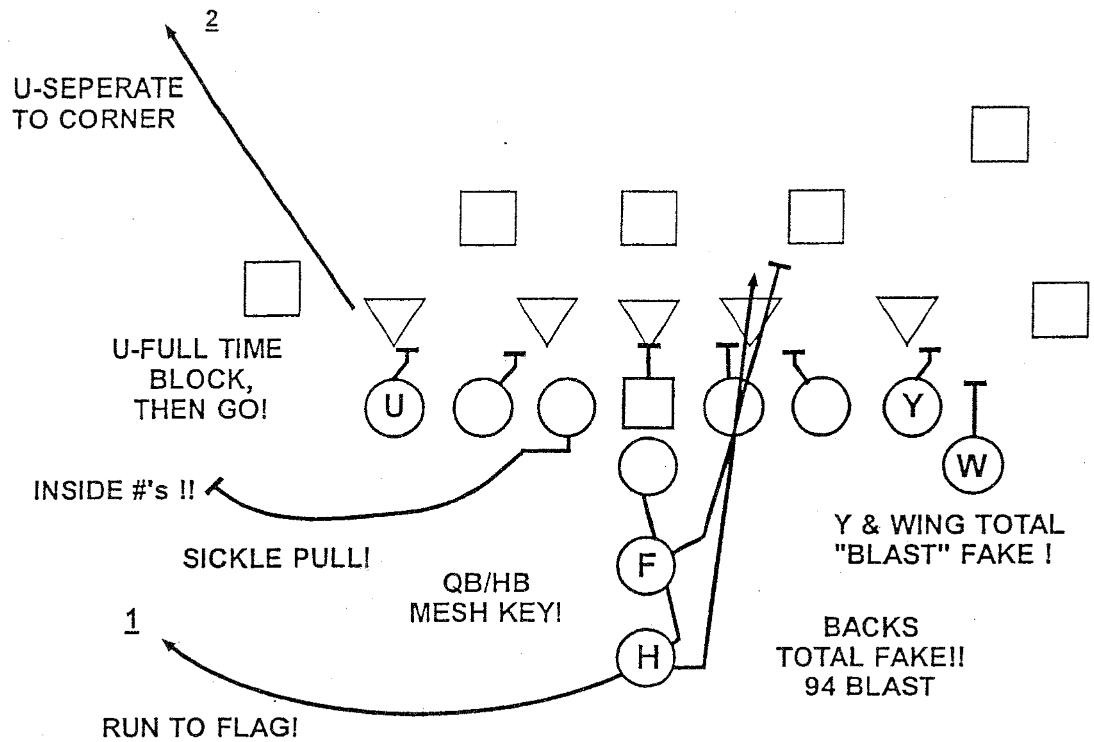
<TANK>
GREEN LEFT
FAKE 95 BLAST U-POP (Y & WING SLAM)



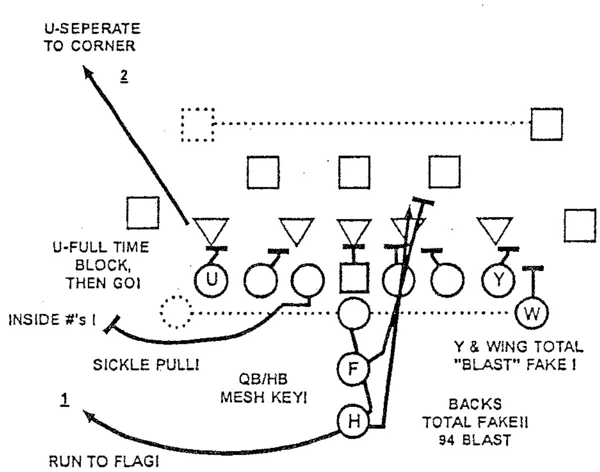
OTES:

NEW ORLEANS SAINTS

<TANK>
WING MOTION GREEN RIGHT (LEFT)
FAKE 94 (95) BLAST WAGGLE LEFT (RIGHT)



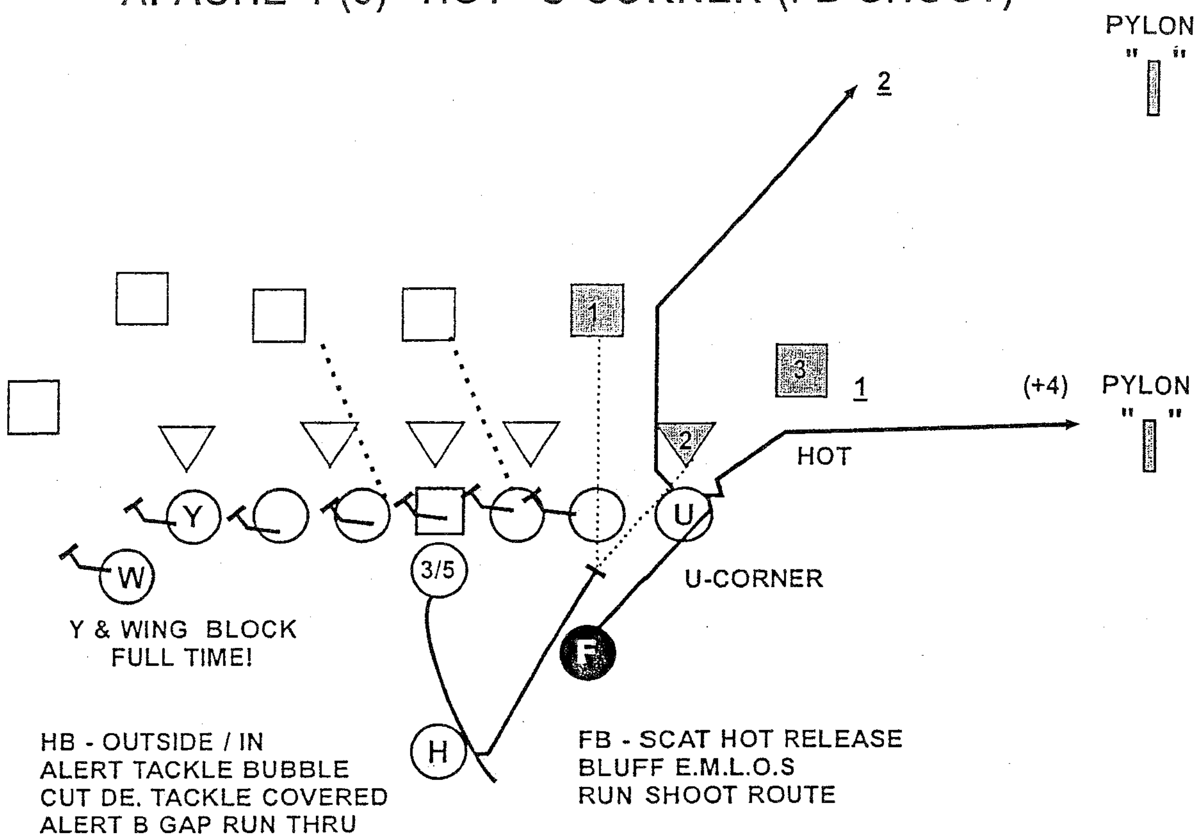
<TANK>
WING MOTION GREEN RIGHT (LEFT)
FAKE 94 (95) BLAST WAGGLE LEFT (RIGHT)



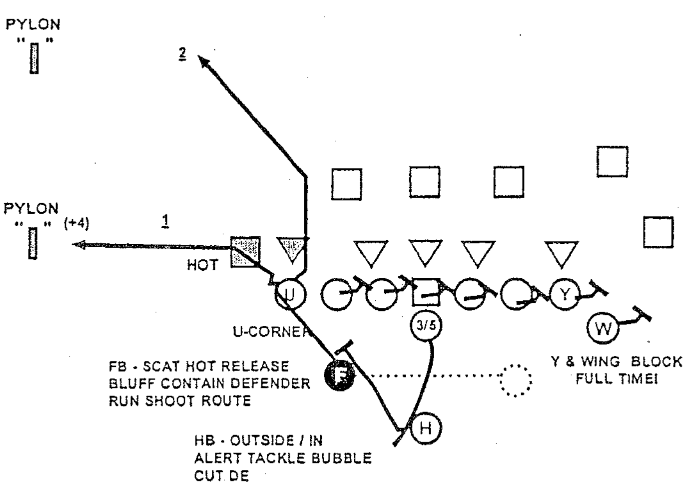
NOTES:

NEW ORLEANS SAINTS

<TANK>
(WING SHIFT) QUEEN LEFT (RIGHT)
APACHE 4 (5) "HOT" U-CORNER (FB SHOOT)



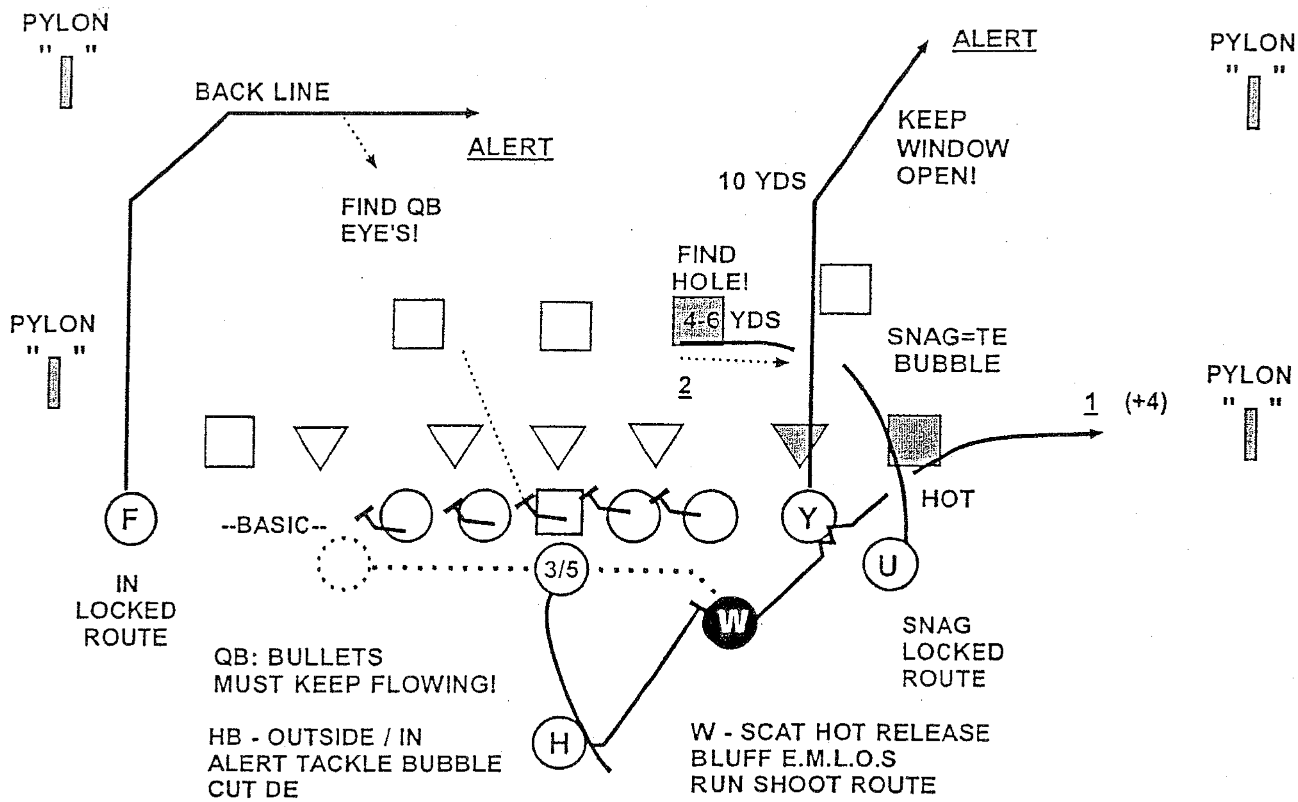
<TANK>
KING RIGHT (LEFT) "FUZZ"
APACHE 5 (4) "HOT" U-CORNER (FB SHOOT)



OTES:

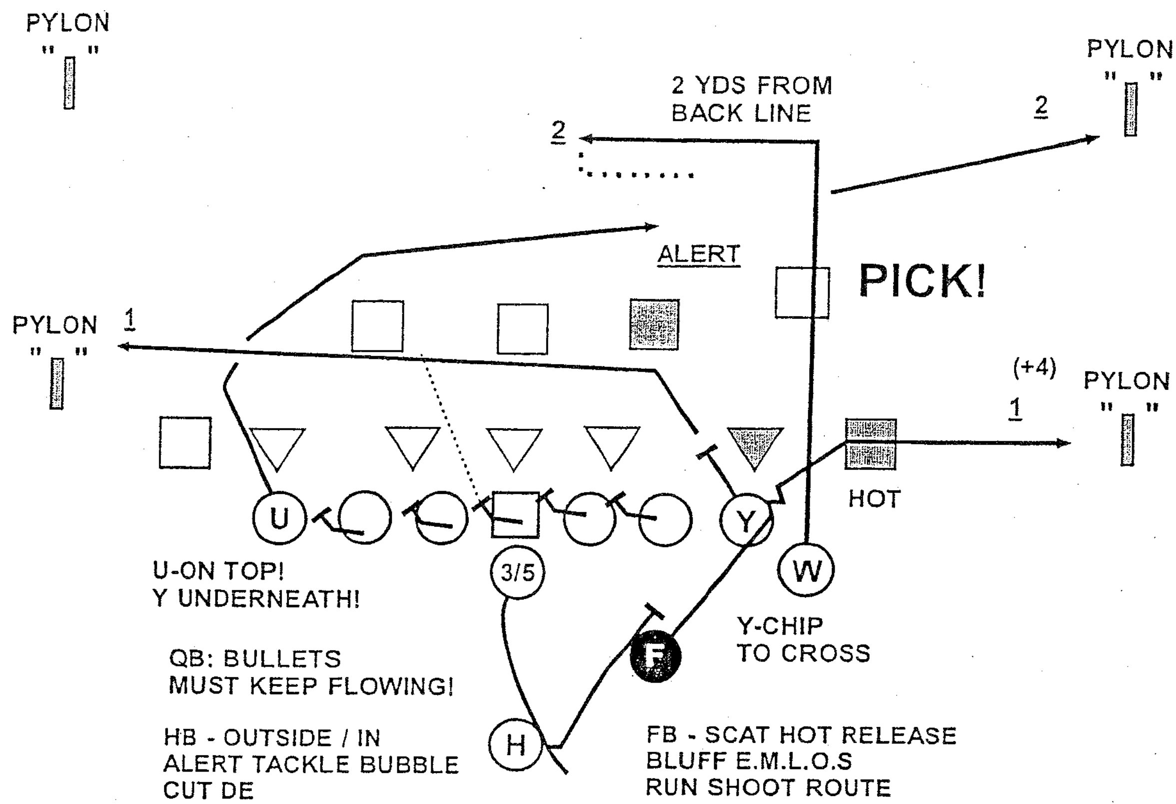
NEW ORLEANS SAINTS

<TANK>
SHIFT BEYOND WING MOTION WEST
HORSE 4 (5) "HOT" U SNAG

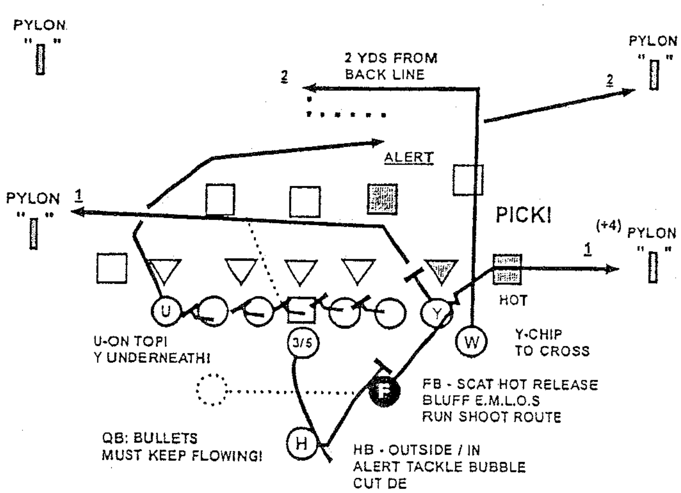


NEW ORLEANS SAINTS

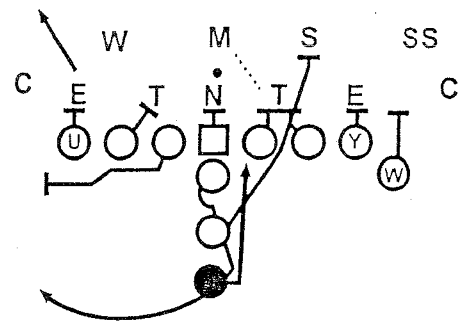
<TANK>
(WING MOTION) KING RIGHT (LEFT)
HORSE 4 (5) "HOT" ALL CROSS (FB SHOOT)



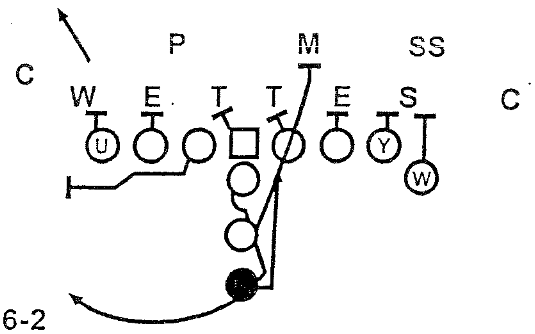
<TANK>
QUEEN RIGHT (LEFT) "FUZZ"
HORSE 4 (5) "HOT" ALL CROSS (FB SHOOT)



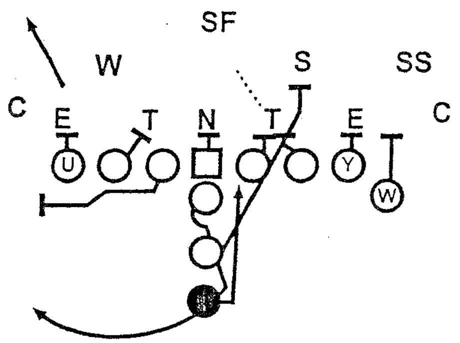
TANK
GREEN RIGHT (LEFT)
FAKE 94/95 BLAST WAGGLE LT/RT



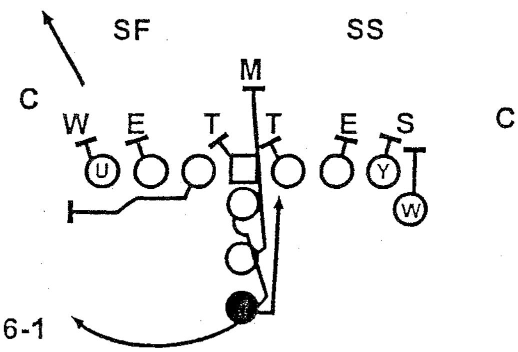
G.L.5-3



G.L.6-2



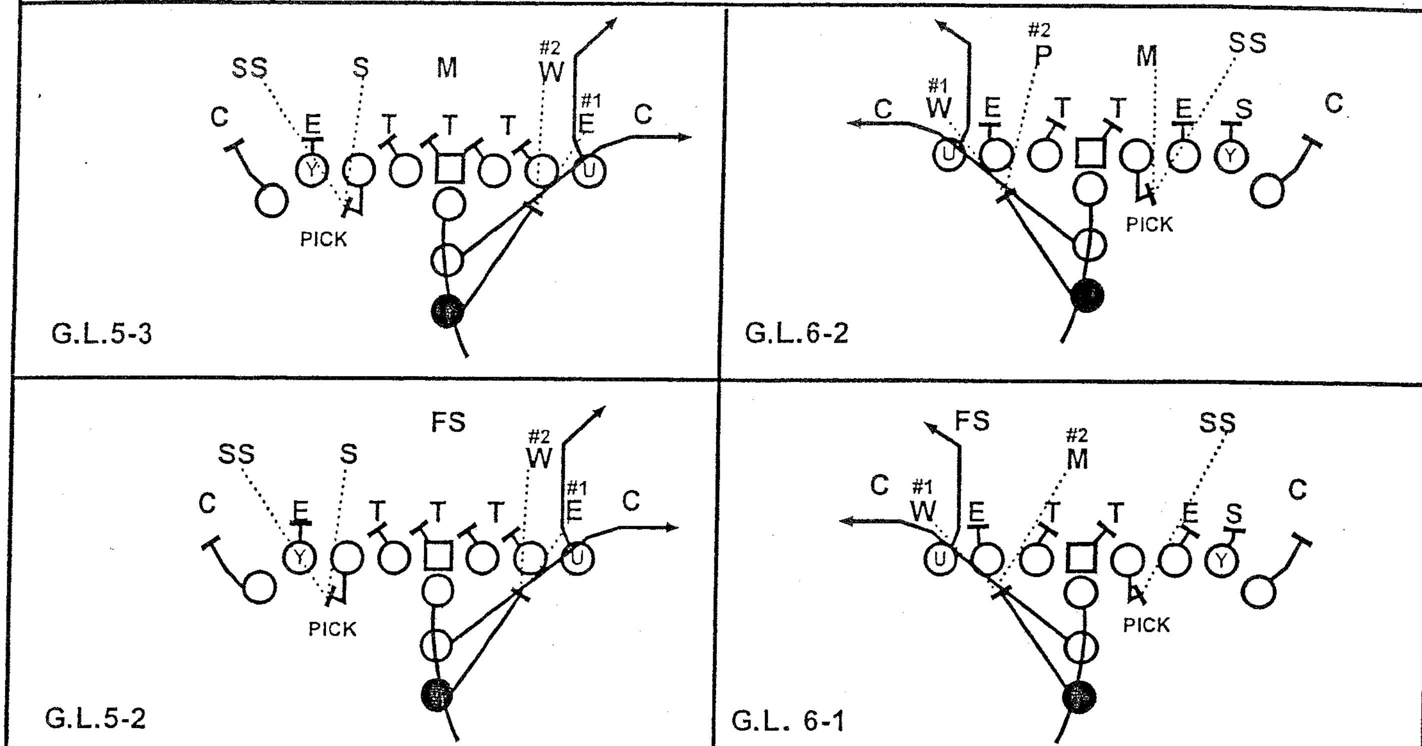
G.L.5-2



G.L. 6-1

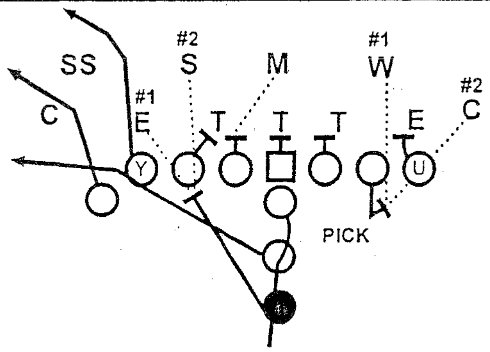
Y	FULL TIME PROTECTOR. MAN OVER.
U	CHIP RELEASE RUN ROUTE.
WING	FULL TIME PROTECTOR. MAN OVER.
ONSIDE TACKLE	COVERED - MAN ON, UNCOVERED, BLOCK MAN ON WAGGLE GUARD.
ONSIDE GUARD	PULL WITH A LITTLE DEPTH. GET ON THE EDGE. ALERT "GO" CALL FROM THE QB. REACT TO MAN "U" IS BLOCKING ON HIS RELEASE.
CENTER	BLOCK BLAST, REACH TO WAGGLE SIDE FOR WAGGLE GUARD IF UNCOVERED.
OFFSIDE GUARD	BLOCK BLAST FULL TIME.
OFFSIDE TACKLE	BLOCK BLAST FULL TIME.
FULLBACK	BLOCK BLAST.
HALFBACK	FAKE BLAST, UP AND OVER.

TANK
GREEN RIGHT (LEFT)
APACHE 5/4 HOT

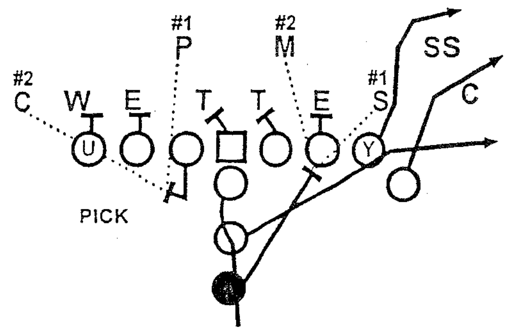


Y	MAN OVER. FULL TIME PROTECTOR.
U	GAME PLAN ROUTE.
WING	FULL TIME PROTECTOR.
ONSIDE TACKLE	BLOCK #2. ALERT: DOWN VS TACKLE BUBBLE.
ONSIDE GUARD	BLOCK #1. ALERT: TACKLE BUBBLE.
CENTER	BLOCK MAN ON. N/T SLIDE. ALERT: PICK.
OFFSIDE GUARD	BLOCK MAN ON. ALERT: PICK.
OFFSIDE TACKLE	BLOCK MAN ON. ALERT: PICK.
FULLBACK	SCAT HOT RELEASE. BLUFF EMOL AND RUN SHOOT. TACKLE UNCOVERED BLUFF DE, TACKLE COVERED BLUFF OLB.
HALFBACK	DOUBLE READ INSIDE-OUT. CUT THE MOST DANGEROUS RUSHER OUTSIDE THE TACKLE WITH HEAD PLACEMENT ON THE OUTSIDE THIGH. CP - TAKE UP THE SLACK BETWEEN THE FB BLUFF AND MDM DEFENDER, DO NOT HESITATE!!

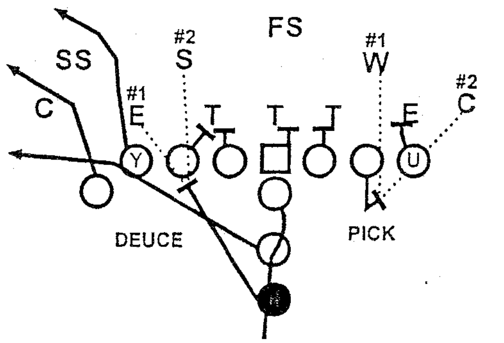
TANK
GREEN RIGHT (LEFT)
HORSE 4/5 HOT



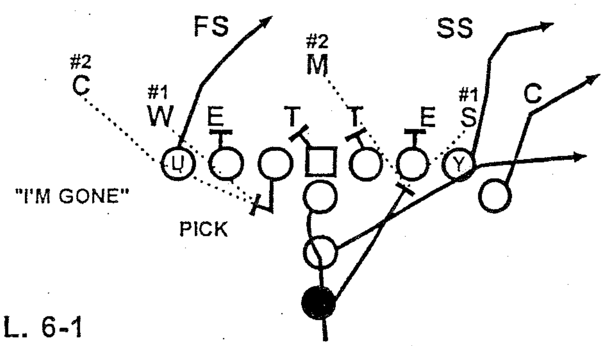
G.L.5-3



G.L.6-2



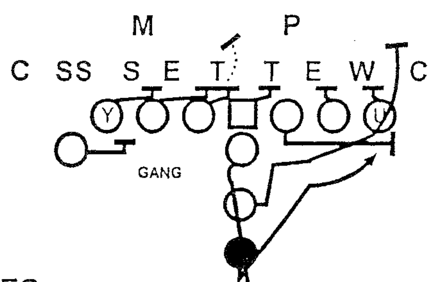
G.L.5-2



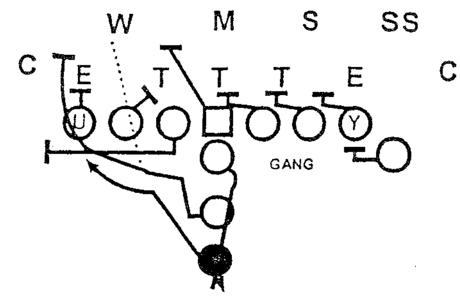
G.L. 6-1

Y	GAME PLAN ROUTE.
U	MAN OVER. POSSIBLE ROUTE = "I'M GONE" CALL TO TACKLE.
WING	BLOCK #4. ALERT: JACK VS BRONCI.
ONSIDE TACKLE	BLOCK #2. ALERT: DOWN VS TACKLE BUBBLE.
ONSIDE GUARD	BLOCK #1. ALERT: TACKLE BUBBLE.
CENTER	BLOCK MAN ON. N/T SLIDE. ALERT; PICK.
OFFSIDE GUARD	BLOCK MAN ON. ALERT: PICK.
OFFSIDE TACKLE	BLOCK MAN ON. ALERT: PICK.
FULLBACK	SCAT HOT RELEASE. BLUFF EMOL AND RUN SHOOT. ALERT: TACKLE UNCOVERED BLUFF DE, TACKLE COVERED BLUFF SAM LBER.
HALFBACK	DOUBLE READ, INSIDE/OUT MDM. CUT THE MOST DANGEROUS RUSHER OUTSIDE THE TACKLE WITH HEAD PLACEMENT ON OUTSIDE THIGH. CP. TAKE UP THE SLACK BETWEEN FB BLUFF AND MDM DEFENDER, DO NOT HESITATE!

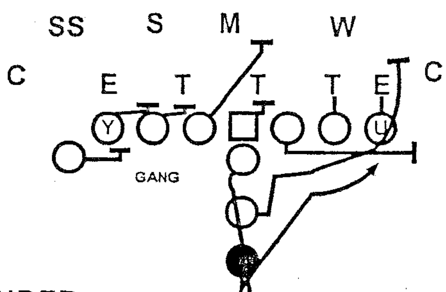
TANK
GREEN RIGHT (LEFT)
97 (96) GEORGE



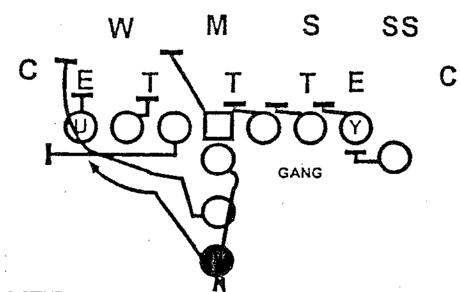
G.L. INCHES



G.L. 53



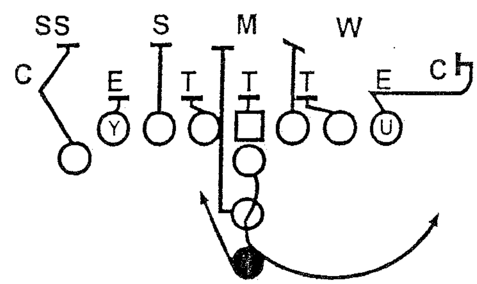
G.L. 53 UNDER



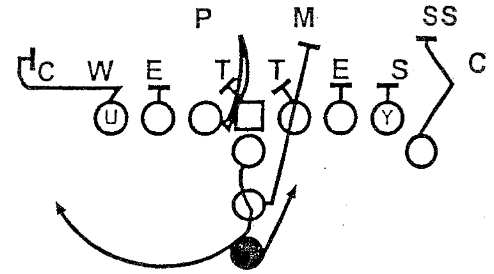
G.L. 53 OVER

Y	GANG. GAME PLAN.
U	DRIVE. CP: MAN OVER IS READ.
WING	GANG. GAME PLAN.
ONSIDE TACKLE	DRIVE / NT ANGLE; CP: ALERT KING CALL.
ONSIDE GUARD	TRAP @ 9/8. TRAP CONTAIN ELEMENT.
CENTER	OVER / GANG; CP: ALERT KING.
OFFSIDE GUARD	GANG. GAME PLAN.
OFFSIDE TACKLE	GANG. GAME PLAN.
FULLBACK	BLOCK 1ST LB'ER INSIDE; CP: COURSE @ INSIDE LEG OF "U". ALERT DBL "A" COURSE INSIDE TO LB.
HALFBACK	CARRY @ 7/6. CP: ROLL AND READ MAN OVER "U" FOR SCORE.

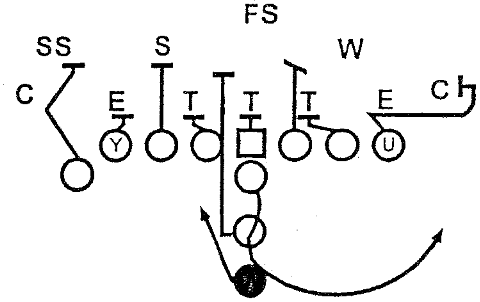
TANK
GREEN RIGHT (LEFT)
92 (94) / 93 (95) BLAST "U" ("Y") CUT-OFF



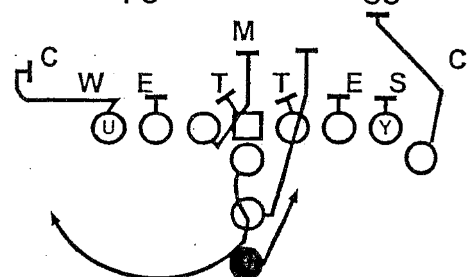
G.L.5-3



G.L.6-2



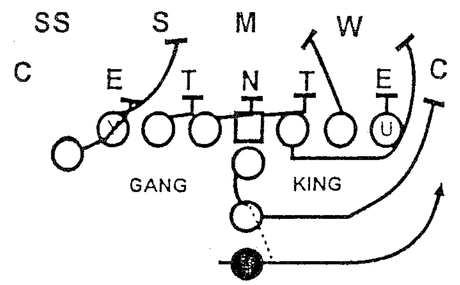
G.L.5-2



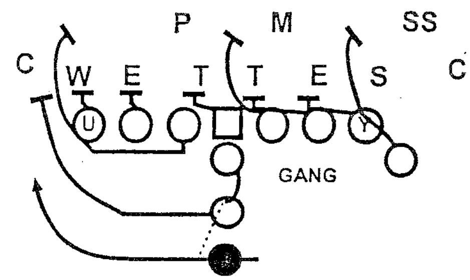
G.L. 6-1

Y	STRONG BLAST RULES.
U	SELL CUT-OFF - SEPARATE DOWN THE L.O.S. CP: BLOCK SUPPORT. COME OUT RUNNING.
WING	STRONG BLAST RULES.
ONSIDE TACKLE	STRONG BLAST RULES.
ONSIDE GUARD	STRONG BLAST RULES.
CENTER	STRONG BLAST RULES.
OFFSIDE GUARD	STRONG BLAST RULES!! CUT LB'ER.
OFFSIDE TACKLE	STRONG BLAST RULES!! CUT LB'ER.
FULLBACK	FAKE BLAST STRONG. SELL IT!!
HALFBACK	FAKE BLAST STRONG. JUMP!!

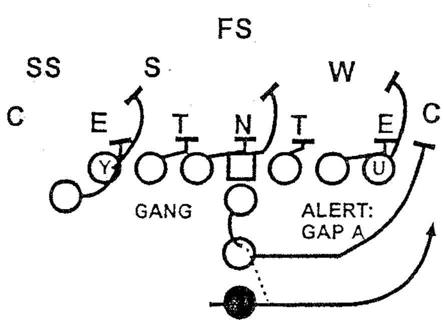
TANK
GREEN RIGHT (LEFT)
PITCH 99 (98) SWEEP BOSS



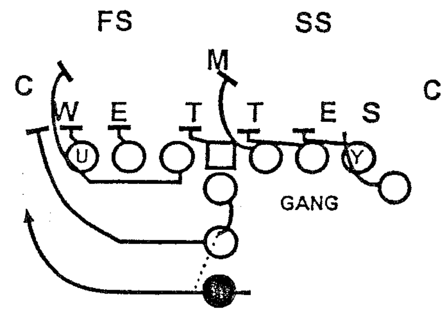
G.L.5-3



G.L.6-2



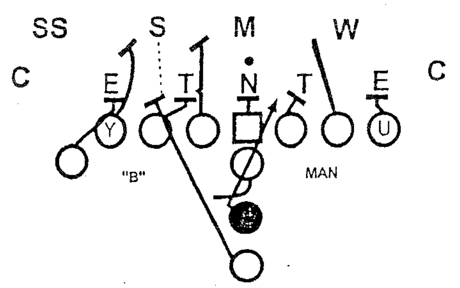
G.L.5-2



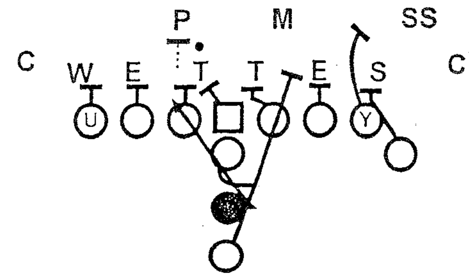
G.L. 6-1

Y	GANG.
U	REACH. CP: ALERT TRIPLE (GAME PLAN).
WING	GANG.
ONSIDE TACKLE	REACH. CP: ALERT TRIPLE (GAME PLAN). DOWN W/ KING (GAME PLAN).
ONSIDE GUARD	PULL TO SEAL 1ST LB'ER OFF L.O.S. CP: ALERT TRIPLE (GAME PLAN). WITH TRIPLE ALERT GANG.
CENTER	GANG.
OFFSIDE GUARD	GANG.
OFFSIDE TACKLE	GANG.
FULLBACK	E.M.L.O.S. (CORNER). CP: ARC COURSE FOR OVER-THROW ON CORNER. ALERT FUZZ (2 STEPS).
HALFBACK	CARRY. CP: MOTION CALL, USE TIMER STEP. FUZZ CALL USE FAST BALL STEP.

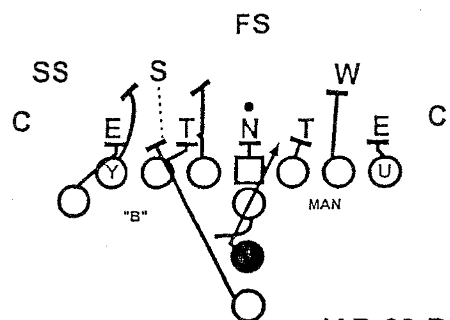
TANK
GREEN RIGHT (LEFT)
JAB 33 (32) BELLY



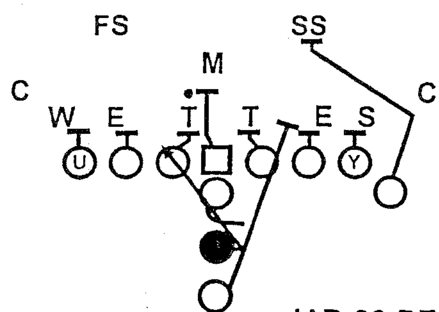
G.L.5-3 JAB 32 BELLY



G.L.6-2 JAB 33 BELLY



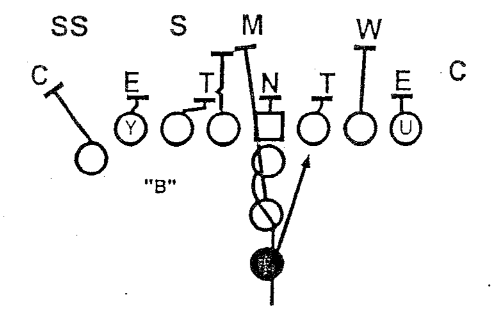
G.L.5-2 JAB 32 BELLY



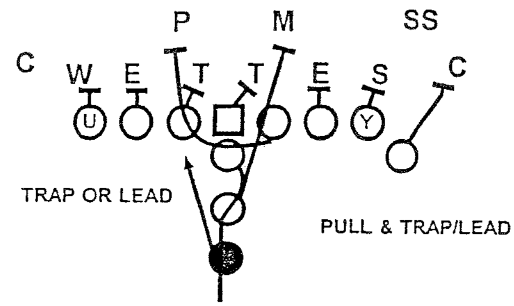
G.L. 6-1 JAB 33 BELLY

Y	CUT-OFF DRIVE. CP: ALERT SWOOP W/ WING.
U	CUT-OFF DRIVE.
WING	MDM / SWOOP W/Y.
ONSIDE TACKLE	DRIVE / SLIP. CP: MAN.
ONSIDE GUARD	DRIVE / ACE / SLIP.
CENTER	DRIVE / ACE.
OFFSIDE GUARD	CUT-OFF DRIVE / "B".
OFFSIDE TACKLE	CUT-OFF DRIVE / "B".
FULLBACK	CARRY. CP: CRT. STEP; READ MAN OVER C N/T. ONSIDE GUARD.
HALFBACK	FAKE BLAST. SELL B-GAP. CP: OPPOSITE CALL INSIDE. AVOID QB!?!

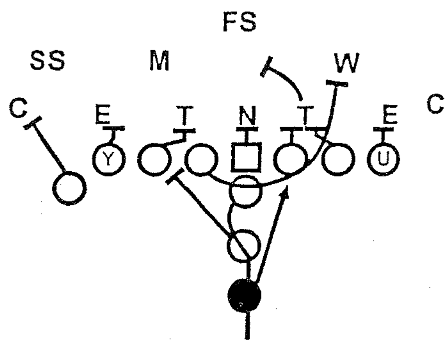
TANK
GREEN RIGHT (LEFT)
95 (94) COUNTER O WEAK



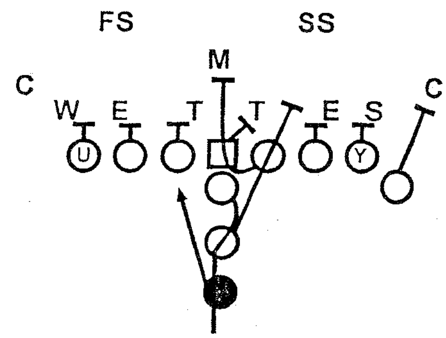
G.L.5-3



G.L.6-2



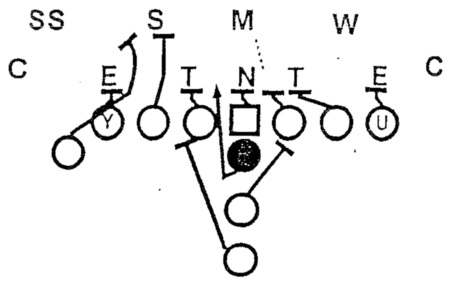
G.L.5-2



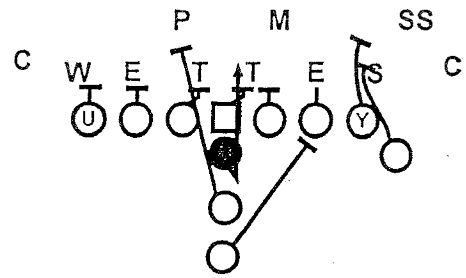
G.L. 6-1

Y	DRIVE / SWOOP WITH WING FOR BRONCI S/S. TITE INSIDE FW.
U	CUT-OFF DRIVE; CP: BALL MAY COME BACK TO YOU.
WING	MDM / SWOOP WITH TE FOR BRONCI; SS. ALERT BULLETS.
ONSIDE TACKLE	DRIVE / VS. LB'ER: INSIDE FW.
ONSIDE GUARD	DRIVE / ALERT SLIP CALL FROM TK. CP: CENTER UNCOVERED, G.P. ACE. READ IS MAN OVER.
CENTER	DRIVE / UNCOVERED, FOLD.
OFFSIDE GUARD	O PULL. GAME PLAN "B".
OFFSIDE TACKLE	CUT-OFF DRIVE / SEAL. ALERT GAME PLAN "B".
FULLBACK	FAKE 14/12 // 15/13 BLAST.
HALFBACK	CARRY; READ IS MAN OVER GUARD.

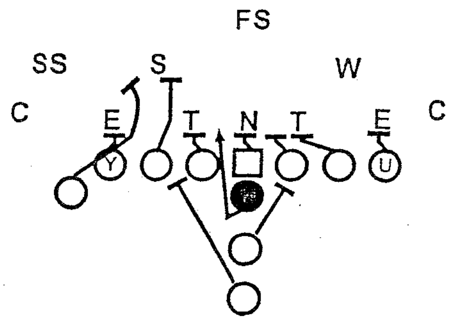
TANK
GREEN RIGHT (LEFT)
QB SNEAK @ 0/1



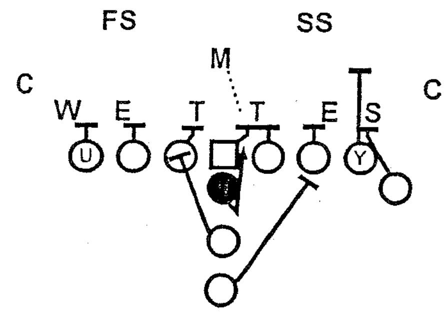
G.L.5-3



G.L.6-2



G.L.5-2



G.L. 6-1

Y	CUT-OFF DRIVE / SWOOP W/ WING. C-GAP.
U	CUT-OFF DRIVE. C-GAP.
WING	MDM / SWOOP W/ TE. D-GAP.
ONSIDE TACKLE	DRIVE INSIDE TO OUTSIDE HIP OF OG.
ONSIDE GUARD	MAN ON CENTER, DRIVE TO CENTER'S HIP. N/T ALERT APEX OR DRIVE CENTER'S HIP (GAME PLAN)
CENTER	ALERT WEDGE MAN ON, N/T DESIGNATE COVERED GUARD (GAME PLAN)
OFFSIDE GUARD	MAN ON CENTER, DRIVE TO CENTER'S HIP. N/T ALERT APEX OR DRIVE CENTER'S HIP (GAME PLAN)
OFFSIDE TACKLE	DRIVE INSIDE TO OUTSIDE HIP OF OG.
FULLBACK	FAKE 93/32 BLAST
HALFBACK	FAKE 93/92 BLAST. CP: JUMP.

NEW ORLEANS SAINTS RUN GAME

** 98/99 TRUCK **

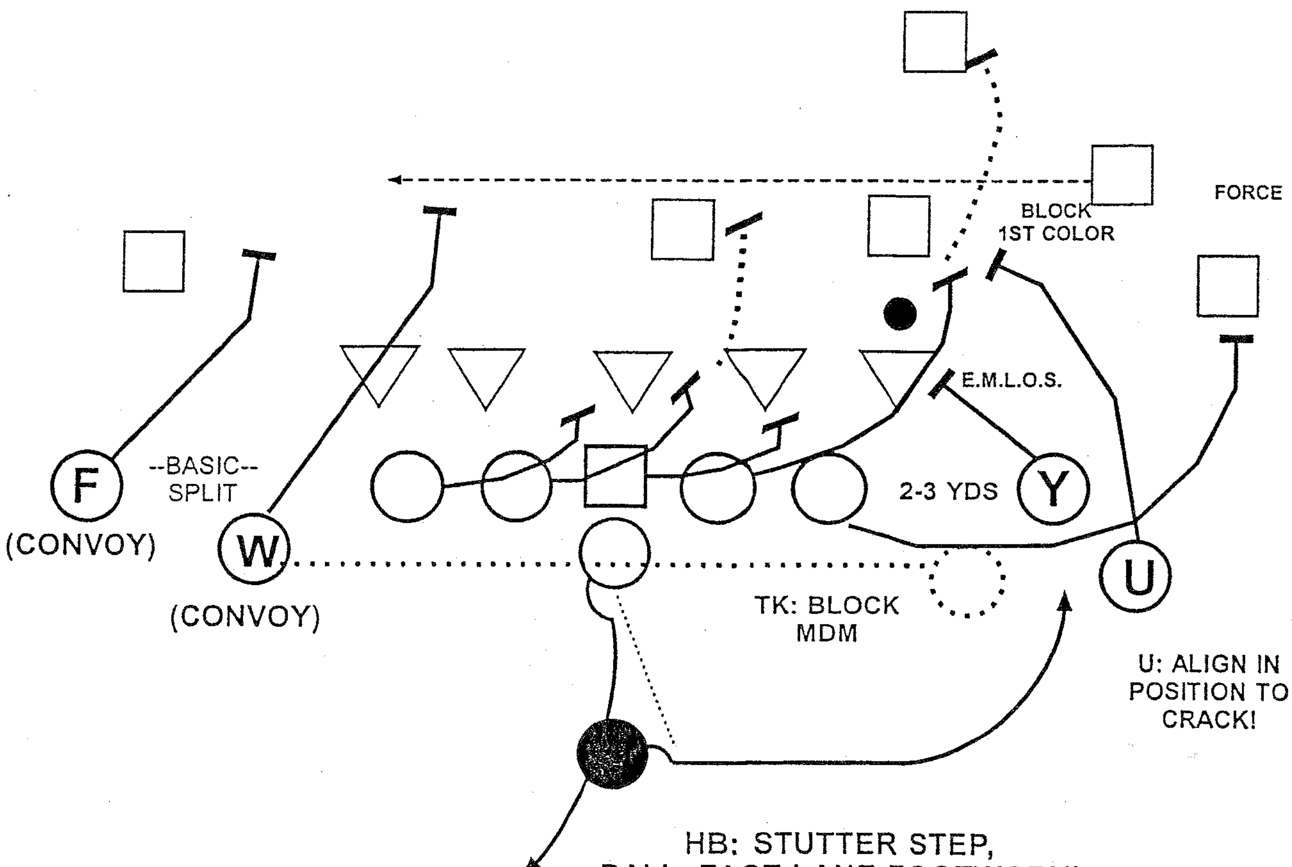
DEFENSE: 5-3

TANK

"SHIFT" BEYOND BUNDLE RIGHT (LEFT) "WING LT"

98 (99) TRUCK

*"RUN IT RUN"



HB: STUTTER STEP, BALL, FAST LANE FOOTWORK!

Y = BLOCK E.M.L.O.S. (ANCHOR)

U = BLOCK 1ST COLOR (WALL)

TK = BLOCK FORCE

QB: TOSS = FAST LANE TOSS (8/9), PUT THE BALL ON THE BALL CARRIER. "FASTBALL"

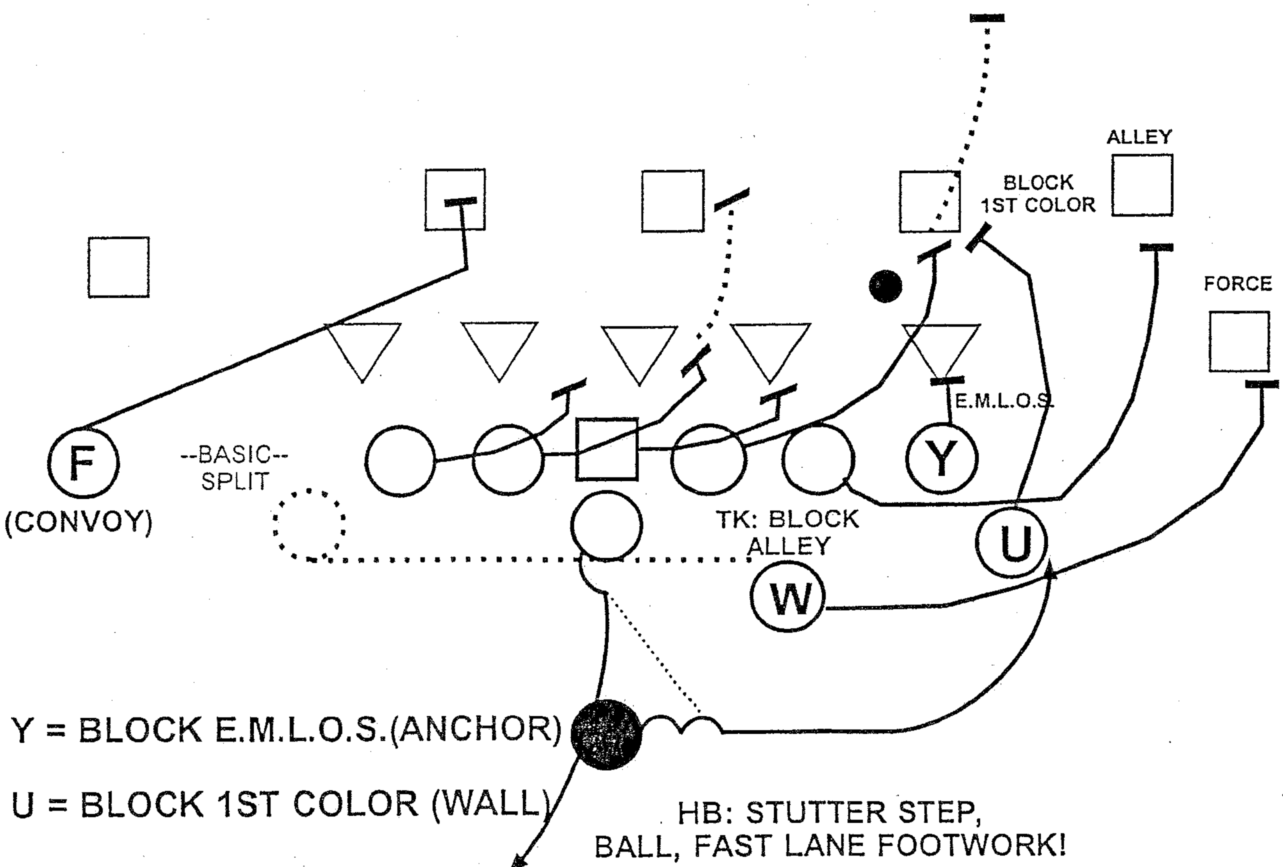
NEW ORLEANS SAINTS RUN GAME

** 98/99 TAXI **

DEFENSE: 5-3

TANK
"SHIFT" BEYOND WING MOTION WEST
98 (99) TAXI

*"RUN IT RUN"



Y = BLOCK E.M.L.O.S.(ANCHOR)

U = BLOCK 1ST COLOR (WALL)

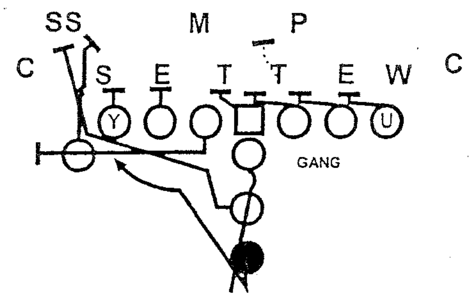
W = BLOCK FORCE

TK = BLOCK ALLEY

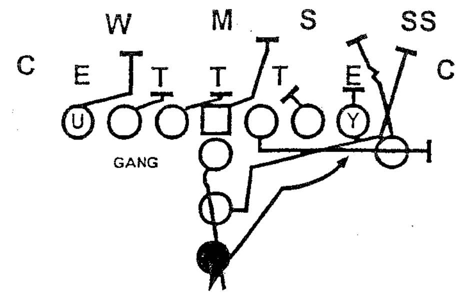
HB: STUTTER STEP, BALL, FAST LANE FOOTWORK!

QB: TOSS = FAST LANE TOSS (8/9), PUT THE BALL ON THE BALL CARRIER. "FASTBALL"

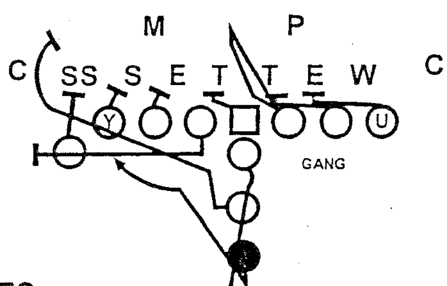
TANK
GREEN RIGHT (LEFT)
96 (97) QUAD GEORGE



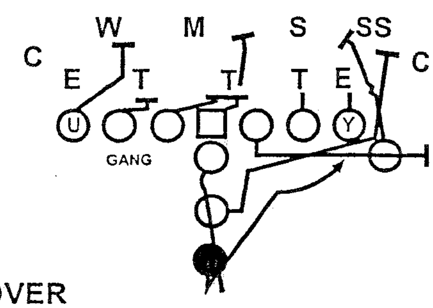
G.L.62



G.L.53



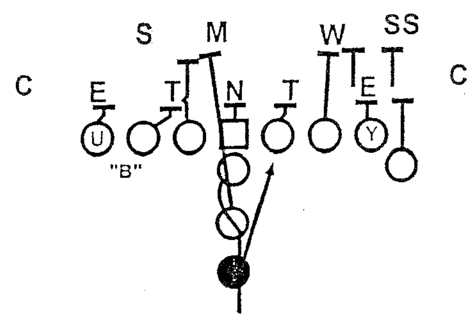
G.L. INCHES



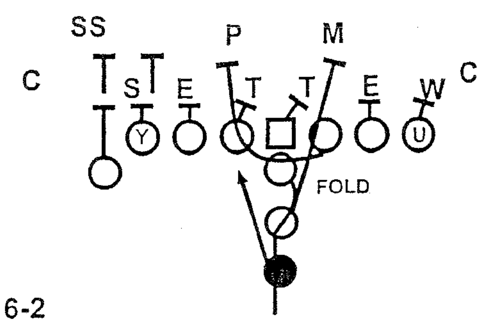
G.L. 53 OVER

Y	QUAD W/ "W"; CP: QUAD TO 1ST LB'ER TYPE. LEAVE TWO (2).
U	GANG. GAME PLAN.
WING	VERTICLE QUAD W/ Y; CP: QUAD TO 1ST LB'ER INSIDE, LEAVE TWO (2).
ONSIDE TACKLE	MAN ON, DOWN. CP: ALERT KING CALL.
ONSIDE GUARD	TRAP/LOG. LONG TRAP CONTAIN ELEMENT.
CENTER	OVER / GANG; CP: ALERT KING CALL.
OFFSIDE GUARD	GANG. GAME PLAN.
OFFSIDE TACKLE	GANG. GAME PLAN.
FULLBACK	BLOCK 1ST COLOR TO SHOW OFF QUAD BLOCK; CP: COURSE @ OUTSIDE LEG OF GD. NO DOG TRACK OFF QUAD FOR SS.
HALFBACK	CARRY @ 6/7; CP: SLANT COURSE OFF QUAD BLOCK.

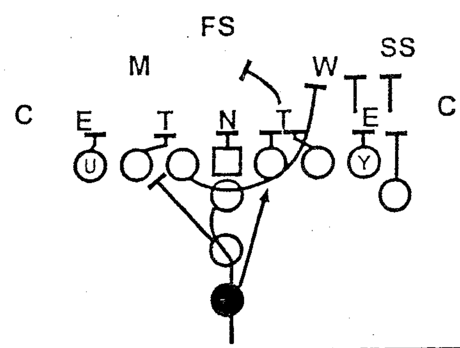
TANK
GREEN RIGHT (LEFT)
94 (95) COUNTER O



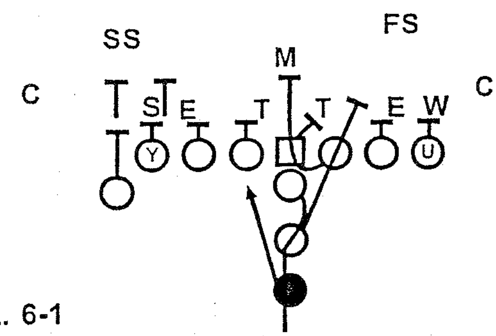
G.L.5-3



G.L.6-2



G.L.5-2

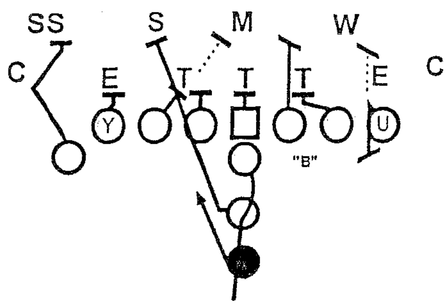


G.L. 6-1

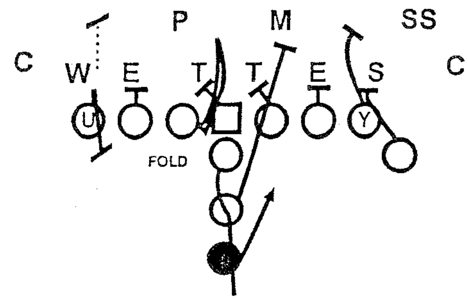
Y	DRIVE / SWOOP WITH WING FOR BRONCI S/S. TITE INSIDE FW.
U	CUT-OFF DRIVE; CP: BALL MAY COME BACK TO YOU.
WING	MDM / SWOOP WITH TE FOR BRONCI; SS. ALERT BULLETS.
ONSIDE TACKLE	DRIVE / VS. LB'ER: MAN OR SLIP W/ GD. SLIP IS TACKLE CALL. INSIDE FW.
ONSIDE GUARD	DRIVE / ALERT SLIP CALL FROM TK. CP: CENTER UNCOVERED, G.P. ACE. READ IS MAN OVER.
CENTER	DRIVE / UNCOVERED, FOLD.
OFFSIDE GUARD	O PULL. GAME PLAN "B".
OFFSIDE TACKLE	CUT-OFF DRIVE / SEAL. ALERT GAME PLAN "B".
FULLBACK	FAKE 92-93 // 94-95 BLAST.
HALFBACK	CARRY; READ IS MAN OVER GUARD.

TANK
GREEN RIGHT (LEFT)
94 (95) BLAST

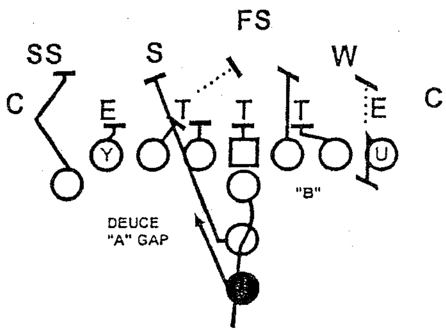
ALSO:
QUEEN "FUZZ"



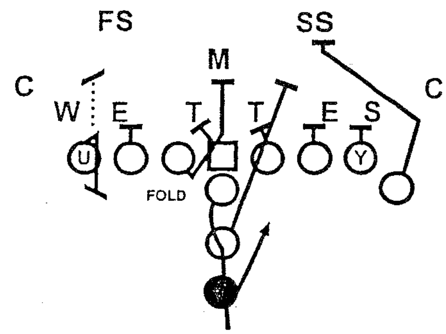
G.L.5-3



G.L.6-2



G.L.5-2

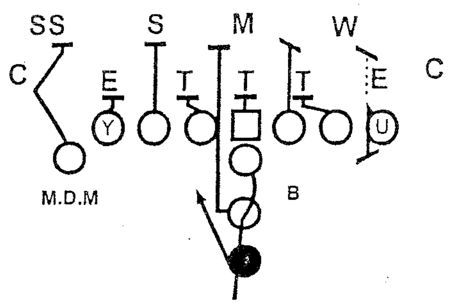


G.L. 6-1

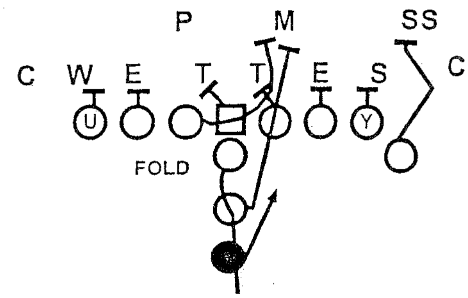
Y	DRIVE / SWOOP WITH "W" FOR BRONCI; S/S. CP: TITE INSIDE FW. M.D.M
U	HINGE / SIFT CORNER.
WING	MDM / SWOOP W/ TE FOR BRONCI S/S. / ALERT BULLETS.
ONSIDE TACKLE	DRIVE / VS. BUBBLE LB'ER, DEUCE W/ OG FOR 1ST LB'ER INSIDE.
ONSIDE GUARD	DRIVE / VS. TACKLE BUBBLE (W/ CENTER) COVERED). DEUCE FOR 1ST LB'ER INSIDE.
CENTER	DRIVE / FOLD. VS. 25 FRONT ACE.
OFFSIDE GUARD	FOLD / "B" / GANG. ALERT TWO PILES!
OFFSIDE TACKLE	DRIVE / "B" / GANG. VS. 25 FRONT SCOOP WANDA A-GAP.
FULLBACK	1ST LB'ER FROM OUTSIDE - IN, OFF LOS. READ MAN OVER ONSIDE GUARD FOR COURSE.
HALFBACK	CARRY / READ IS MAN OVER ONSIDE GUARD.

TANK
GREEN RIGHT (LEFT)
92 (93) BLAST

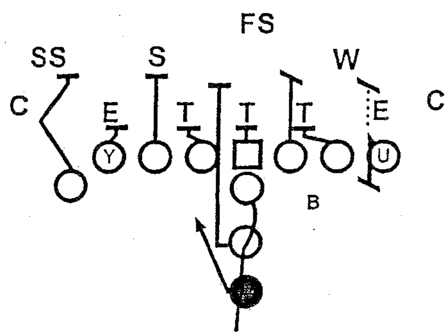
ALSO:
QUEEN "FUZZ"



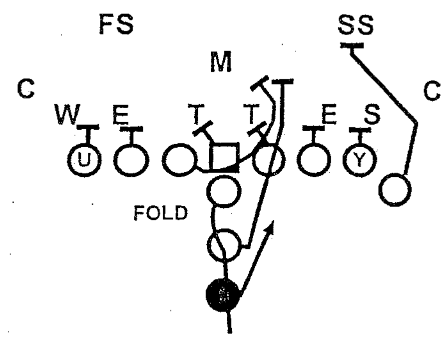
G.L.5-3



G.L.6-2



G.L.5-2



G.L. 6-1

Y	BLOCK #3.
U	BLOCK #3. ALERT "C"
WING	BLOCK EMOL DEFENDER.
ONSIDE TACKLE	BLOCK #2. ALERT SLIP.
ONSIDE GUARD	BLOCK #1. ALERT ACE, SLIP.
CENTER	BLOCK #0. ALERT ACE, VS EVEN - "FOLD" BSG. ALERT MAN ORANGE/YELLOW.
OFFSIDE GUARD	BLOCK #1. ALERT FOLD, ORANGE/YELLOW, "B".
OFFSIDE TACKLE	BLOCK #2. ALERT "B".
FULLBACK	MIKE LB'ER / CP: READ MAN OVER CENTER, N/T MAN OVER ONSIDE GUARD FOR COURSE. VS. 7 MAN FRONTS MDM HOLE.
HALFBACK	CARRY / READ IS MAN OVER CENTER / NT MAN OVER ON GUARD.

2004 TRAINING CAMP

TUESDAY, AUGUST 10, 2004

- INSTALLATION #13
- SINGLE PRACTICE DAY
  - #15 (PM) (FULL)
- DBL MEETING DAY
  - (⚙) (17)

GOAL LINE OFFENSE: [TANK PERSONNEL]

B. GL PROTECTIONS:

HORSE 4/5 "HOT"

APACHE 5/4 "HOT"

FAKE 94 BLAST (WAGGLE)

200/300 JET

C. GL PASS GAME:

HORSE 4/5 "HOT" ALL CROSS (FB SHOOT)	(WING MOTION) GREEN <TANK> QUEEN "FUZZ" <TANK>
HORSE 4/5 "HOT" U SNAG	"SHIFT" "BEYOND" WING MOTION WEST <TANK>
APACHE 5/4 "HOT" U CRNR (FB SHOOT)	(WING SHIFT) QUEEN <TANK> KING "FUZZ" <TANK>
FAKE 94/95 BLAST WAGGLE LT/RT	(WING MOTION) GREEN <TANK>
FAKE 95 BLAST U POP (WG/Y SLAM)	GREEN LEFT <TANK>
FAKE 94 BLAST WING QUICK DRAG	WING MOTION GREEN RT <TANK>
200 JET BOTH RACE	"SHIFT" WIDE RIGHT OUTSIDE <TANK>
200 JET LOOK FLY	"SHIFT" WIDER RIGHT OPEN <TANK>

2004 TRAINING CAMP

TUESDAY, AUGUST 10, 2004

- **INSTALLATION #12**
- **SINGLE PRACTICE DAY**
  - **#15 (PM) (FULL)**
- **DBL MEETING DAY**
  - **(☼) (17)**

MEETING (16): INSTALLATION #12 [10:15 AM – 12:00 PM] GOAL LINE

GOAL LINE OFFENSE: [TANK PERSONNEL]

A. GL RUN GAME [RUN IT]

STRONG SIDE:

92/93 BLAST	(WING MOTION) GREEN <TANK> QUEEN "FUZZ" <TANK>
94/95 BLAST	(WING MOTION) GREEN <TANK> QUEEN "FUZZ" <TANK>
94/95 COUNTER "O"	(WING MOTION) GREEN <TANK>
96/97 QUAD GEORGE	(WING SHIFT) GREEN <TANK>
98/99 TAXI	"SHIFT" BEYOND WG MOTION WEST <TANK>
98/99 TRUCK	"SHIFT" BEYOND BUNDLE "WG RT/LT" <TANK>
QB SNEAK @ 0/1	GREEN RIGHT <TANK>

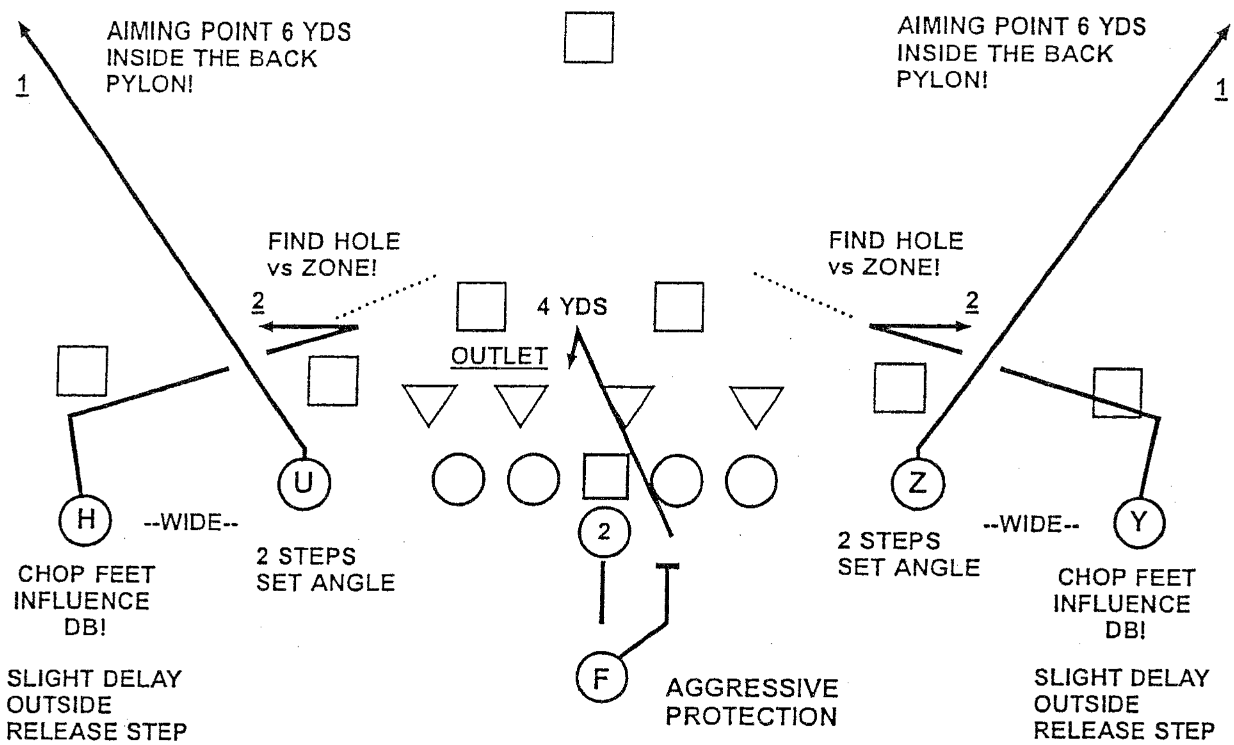
WEAKSIDE:

95/94 COUNTER "O" WEAK	(WING MOTION) GREEN <TANK>
JAB 33/32 BELLY	(WING SHIFT) GREEN <TANK>
PITCH 99/98 SWEEP BOSS	(WING SHIFT) GREEN <TANK>
FAKE 92 (94) / 93 (95) BLAST "U" (Y) CUT-OFF	(WING SHIFT) GREEN <TANK>
97/96 GEORGE	(WING MOTION) GREEN <TANK> GREEN OPPOSITE <TANK>

INSTALLATION #1
PROTECTION

NEW ORLEANS SAINTS

<JUMBO>
SHIFT WIDER RIGHT (LEFT) OUTSIDE
200 (300) JET BOTH RACE

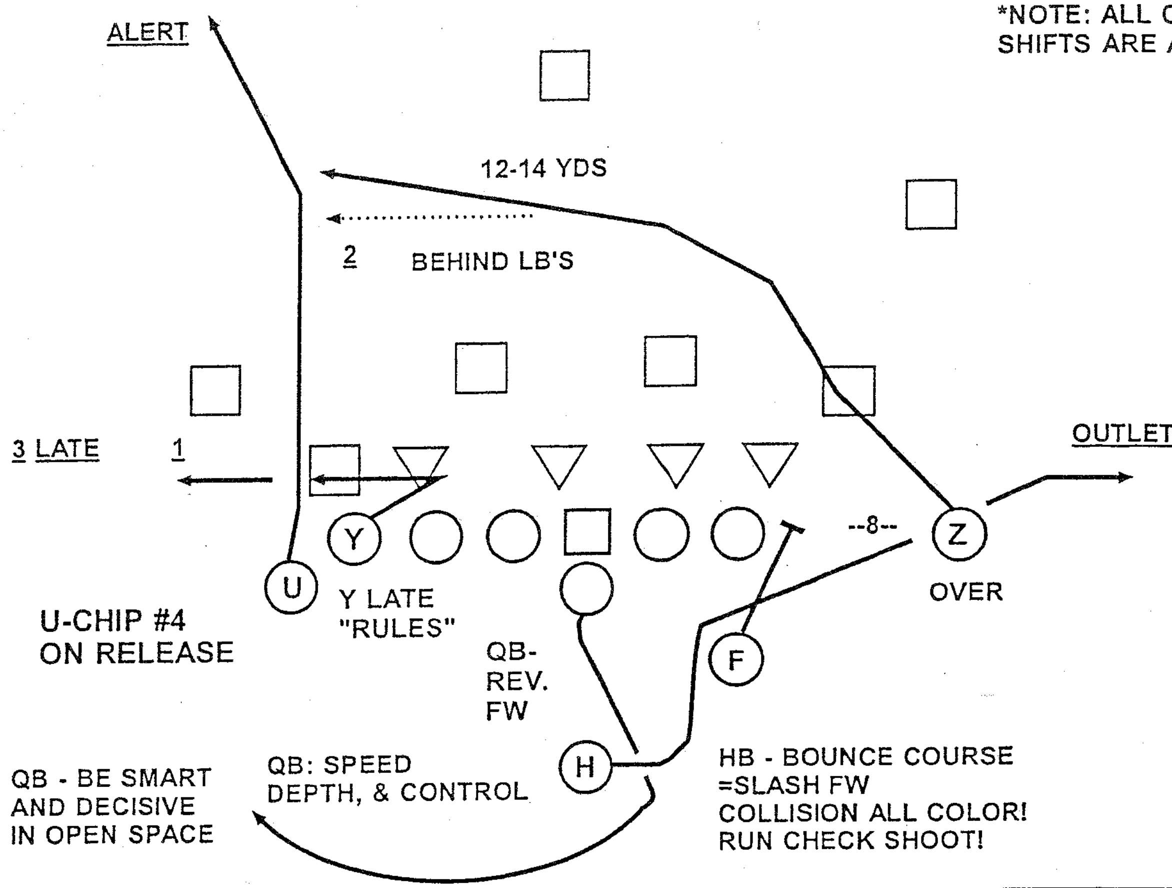


NOTES:

NEW ORLEANS SAINTS

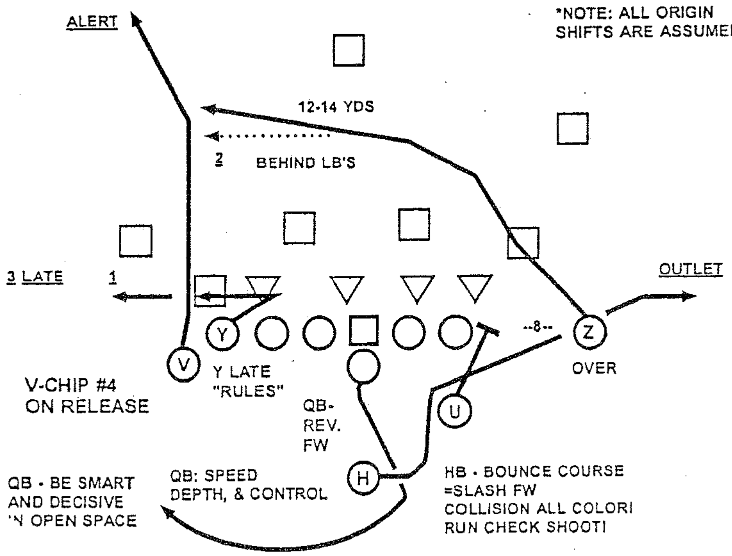
<JUMBO>
QUEEN PAIR LEFT (RIGHT)
94 (95) (QB) KEEP LEFT U-CORNER Y-LATE

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



<TRIO>
UP WOOL LEFT (RIGHT) FLOP
94 (95) (QB) KEEP LEFT V-CORNER Y-LATE

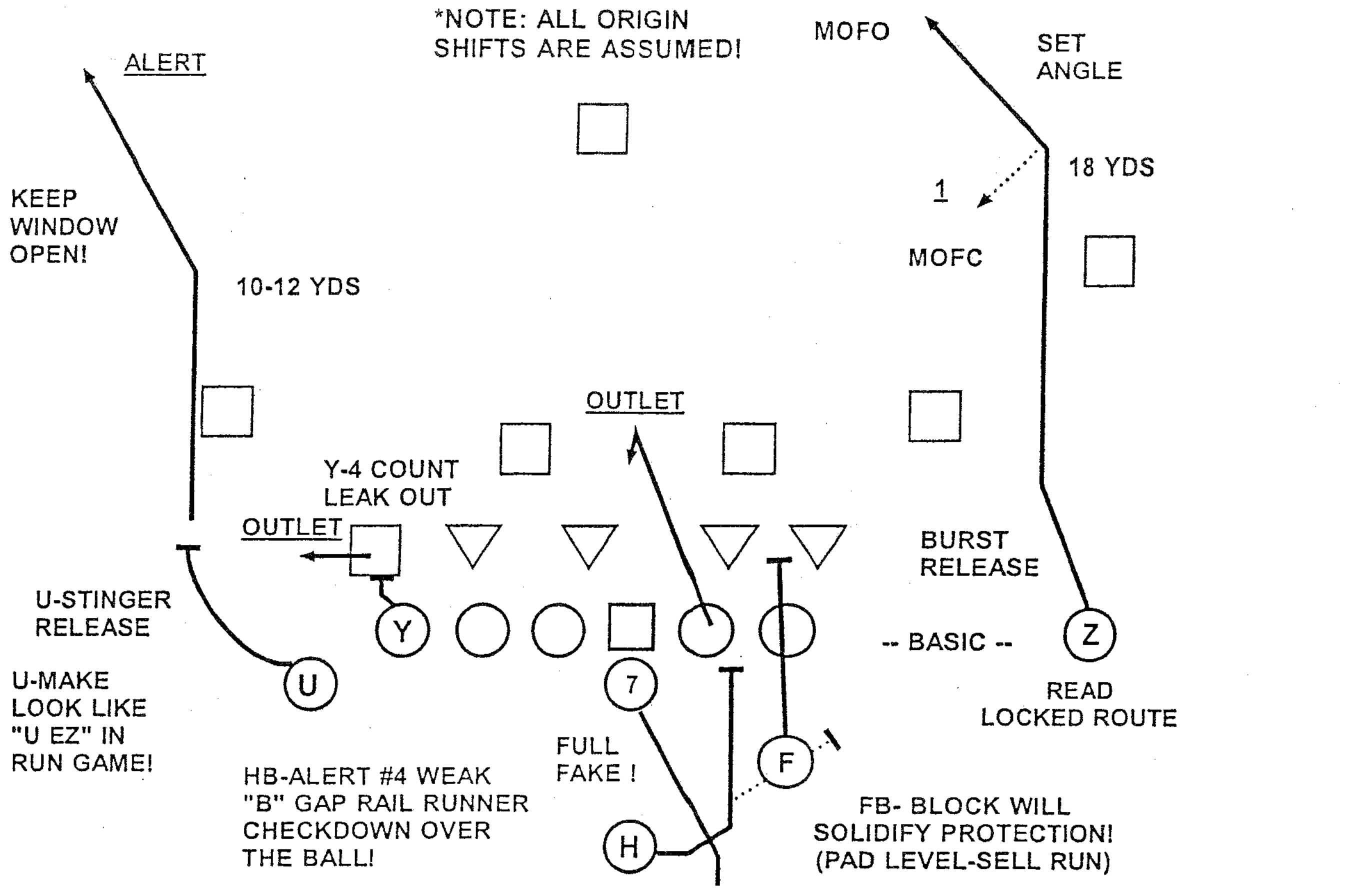
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



NOTES:

NEW ORLEANS SAINTS

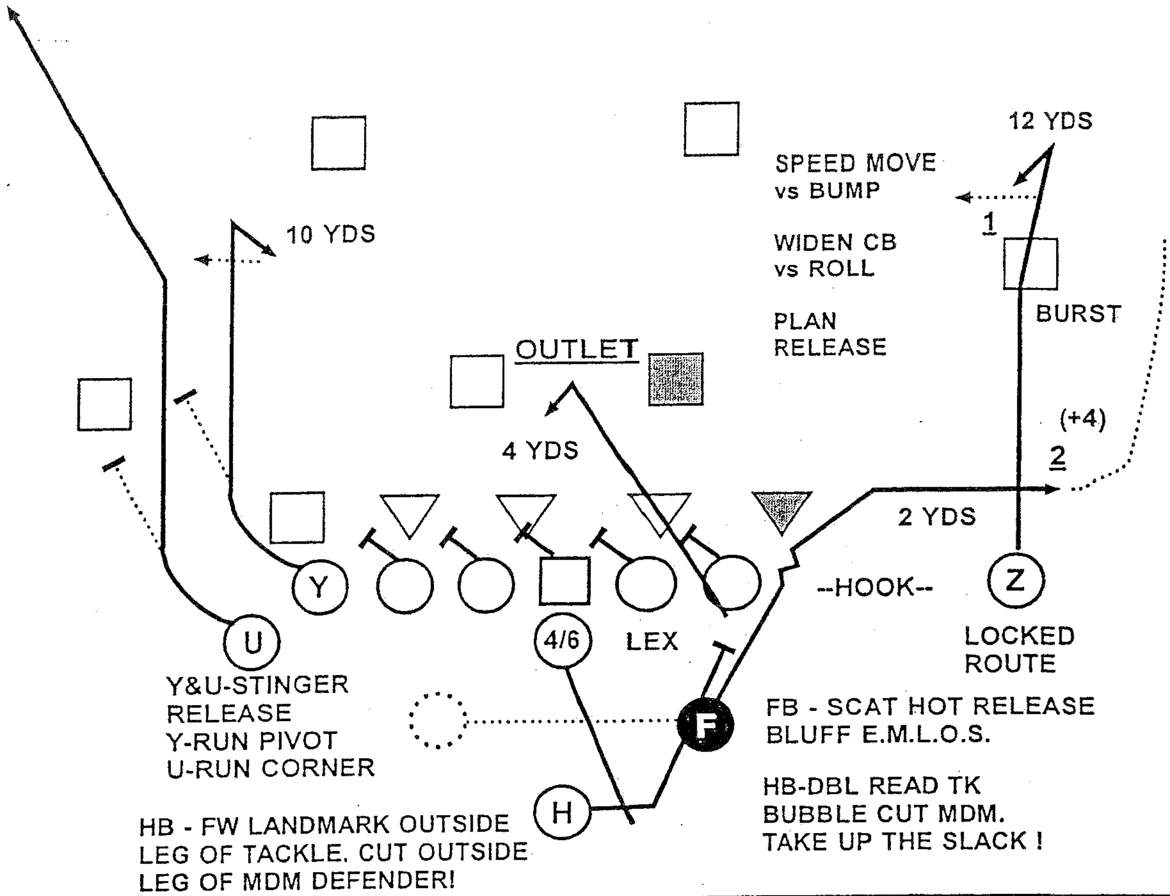
<JUMBO>
QUEEN LEFT (RIGHT) PAIR
FAKE 94 BOB "JACK" Z-READ (U-CORNER)



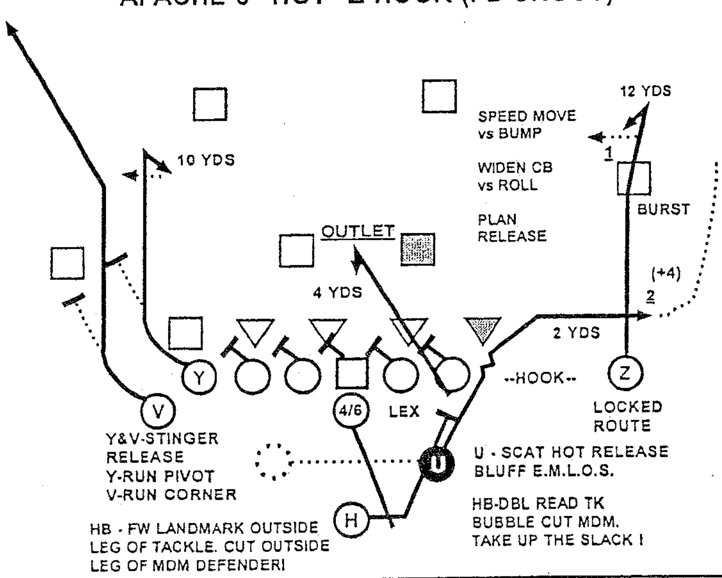
NOTES:

NEW ORLEANS SAINTS

<JUMBO>
KING PAIR LEFT (RIGHT) "FUZZ"
APACHE 6 "HOT" Z-HOOK (FB SHOOT)



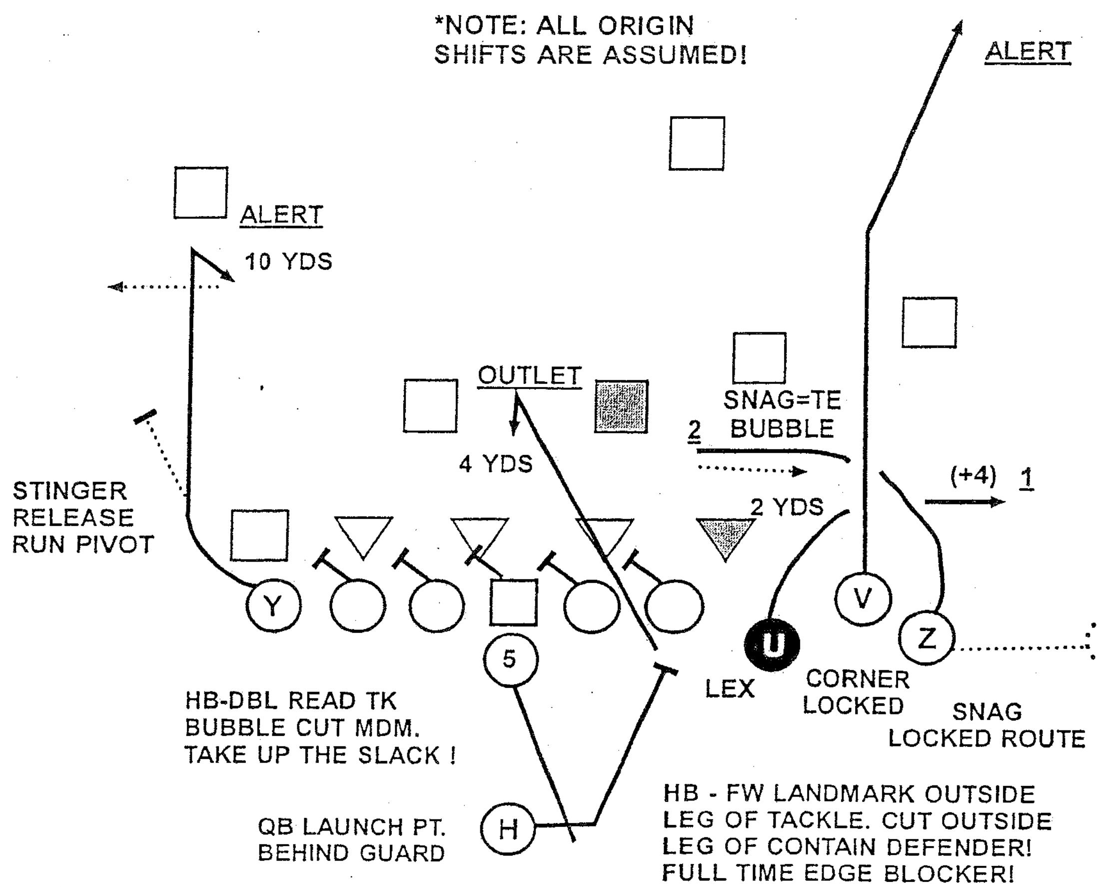
<TRIO>
UP WOOL LEFT (RIGHT) FLOP
APACHE 6 "HOT" Z-HOOK (FB SHOOT)



NOTES:

NEW ORLEANS SAINTS

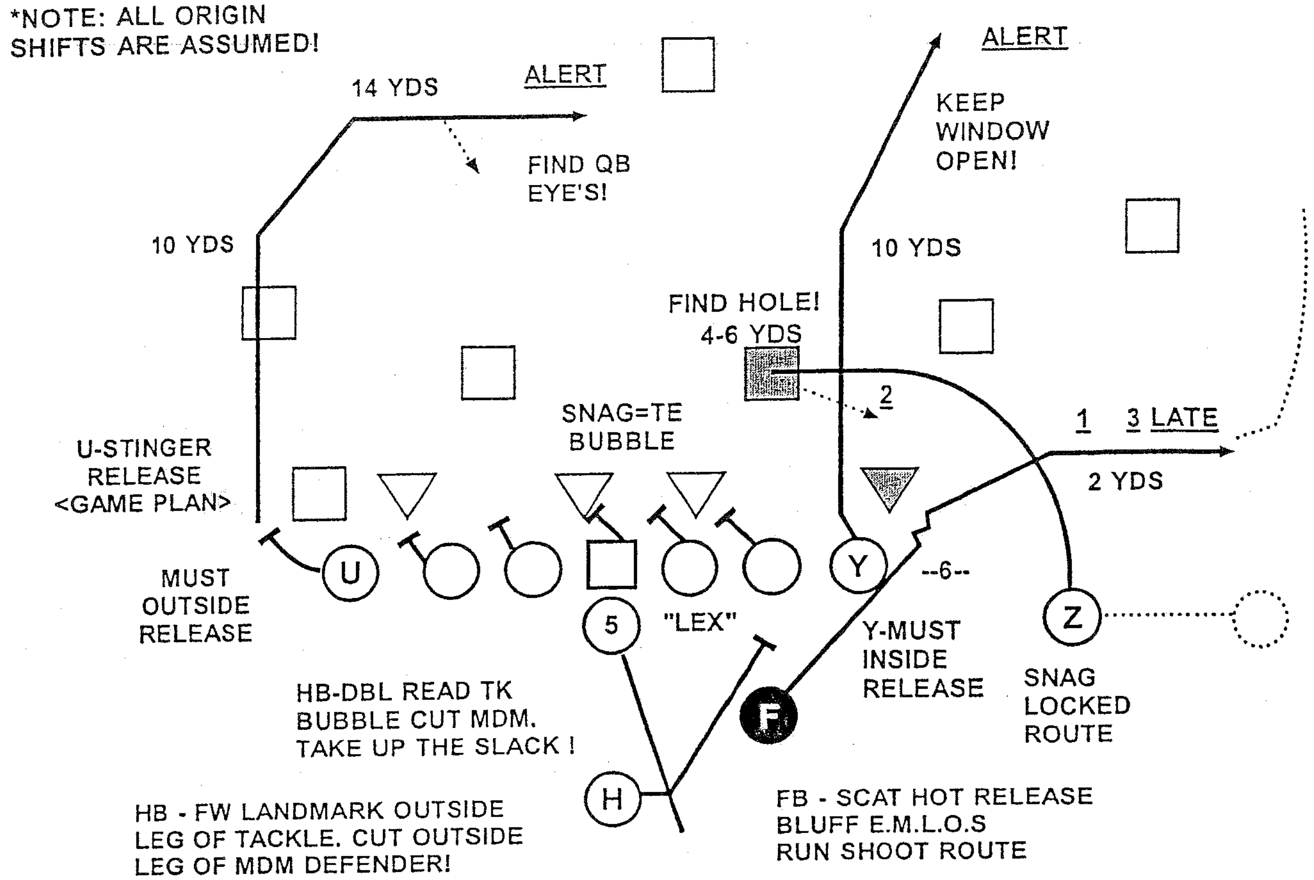
<TRIO>
"ZIP" CLUSTER LEFT (RIGHT)
APACHE 6 (7) "HOT" Z-SNAG (V-CORNER)



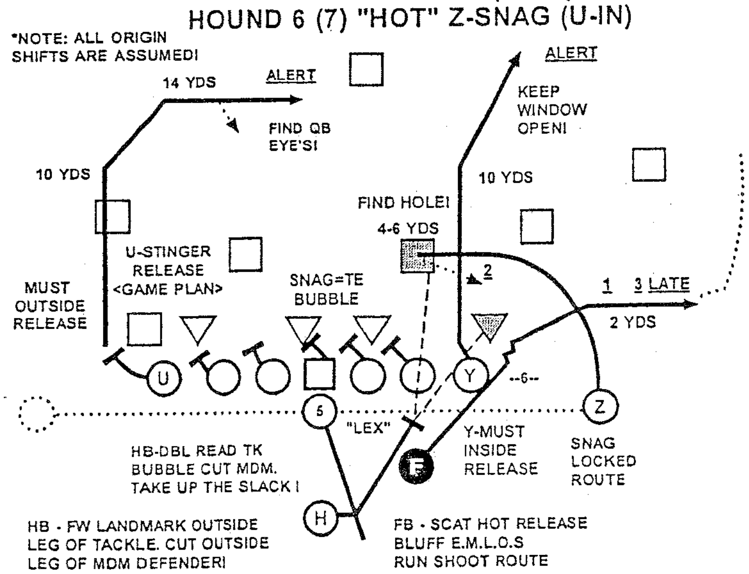
NOTES:

NEW ORLEANS SAINTS

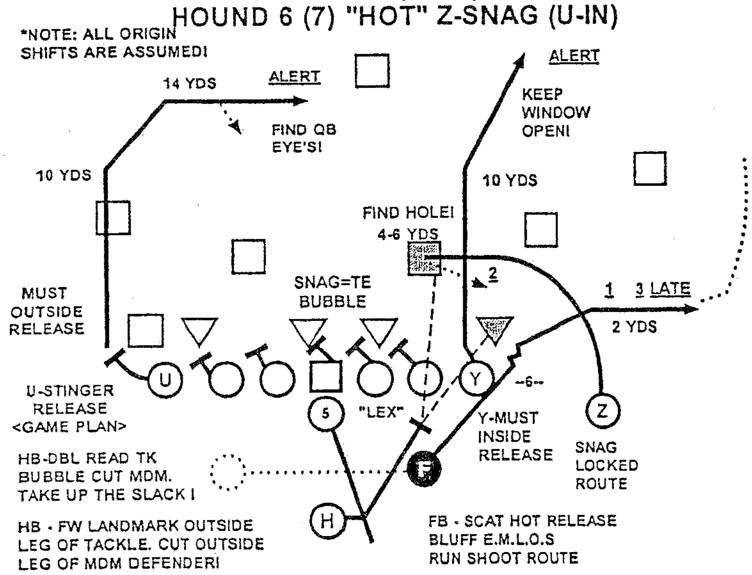
<JUMBO>
(ZOOM) ZIP KING RIGHT (LEFT)
HOUND 6 (7) "HOT" Z-SNAG (U-IN)



<JUMBO>
ZOOM KING RIGHT (LEFT)
HOUND 6 (7) "HOT" Z-SNAG (U-IN)



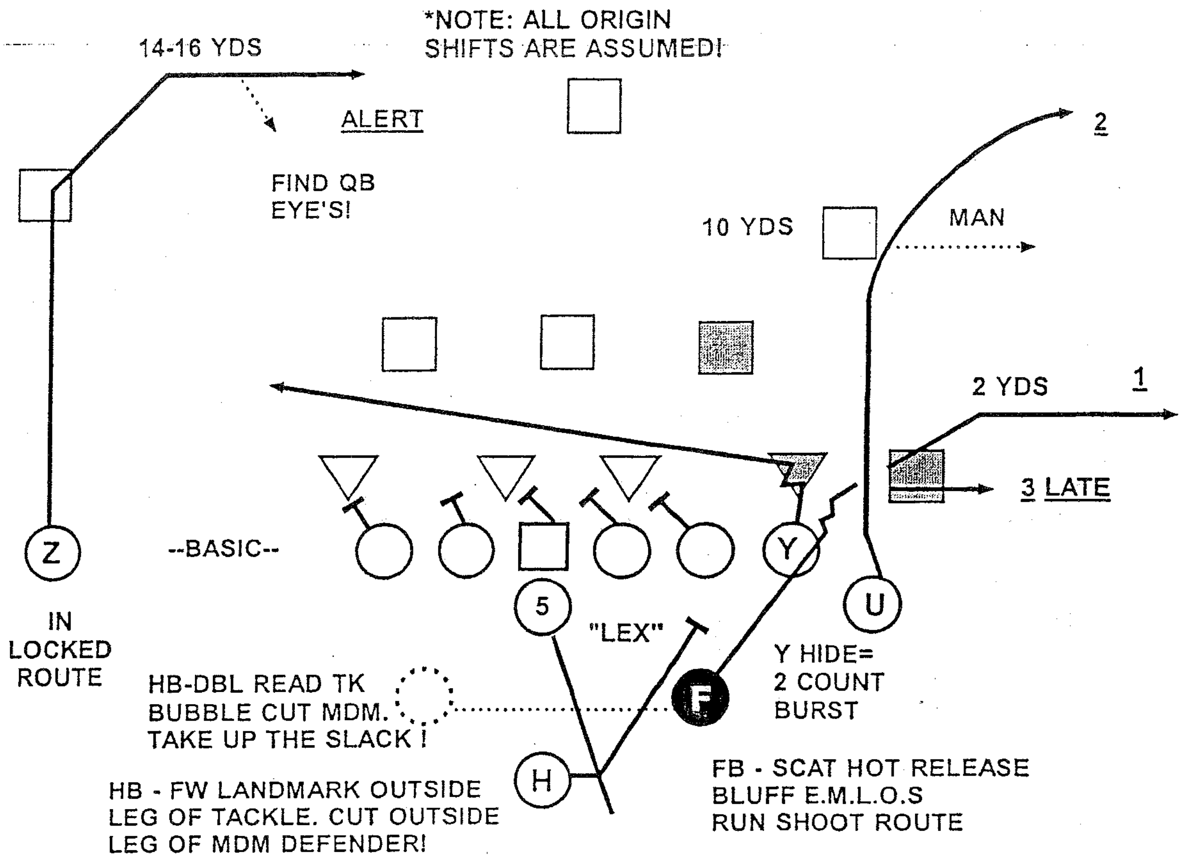
<JUMBO>
QUEEN RIGHT (LEFT) "FUZZ"
HOUND 6 (7) "HOT" Z-SNAG (U-IN)



NOTES:

NEW ORLEANS SAINTS

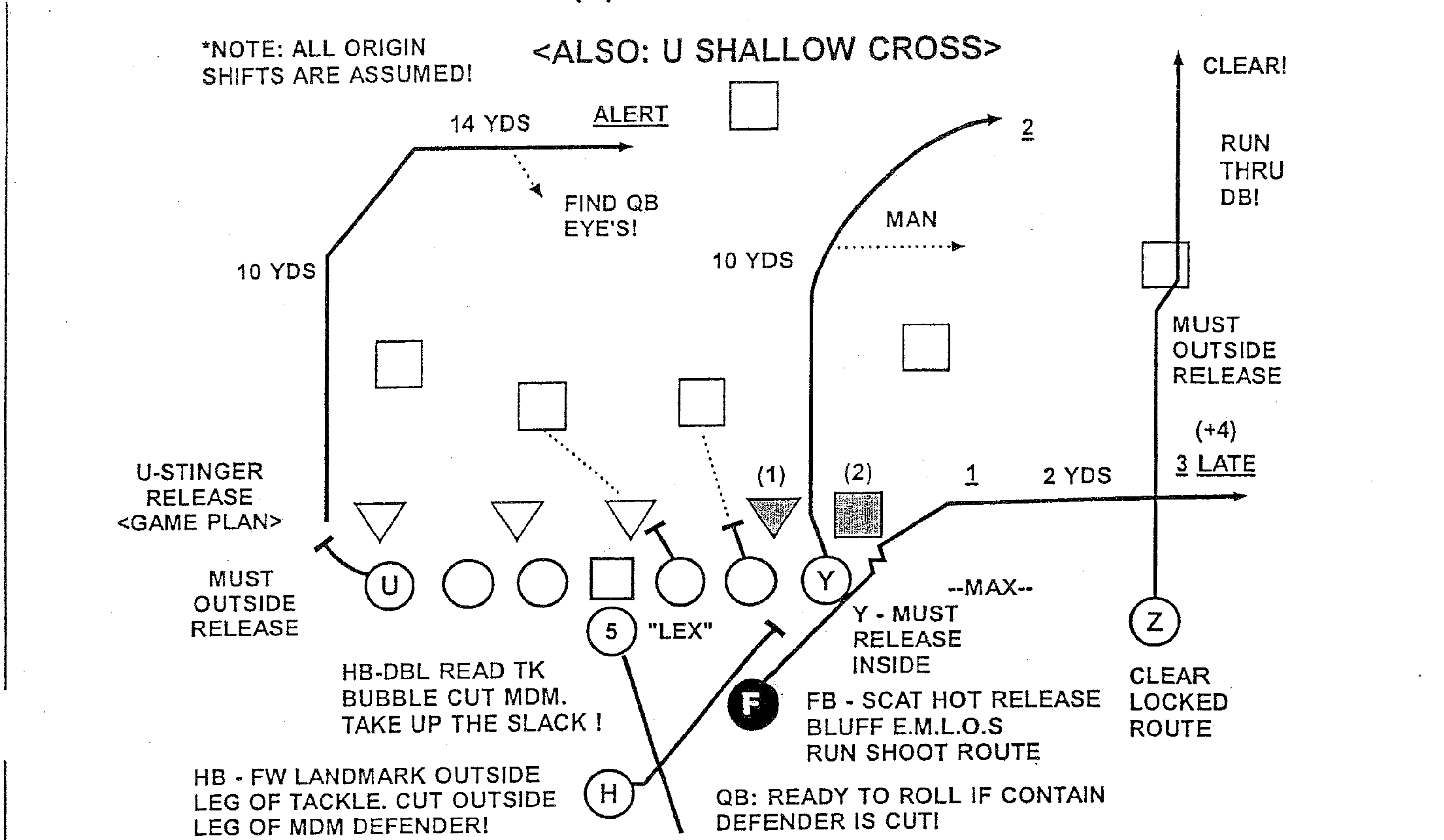
<JUMBO>
QUEEN PAIR RIGHT "FUZZ"
HOUND 6 "HOT" U-BANANA Y-HIDE



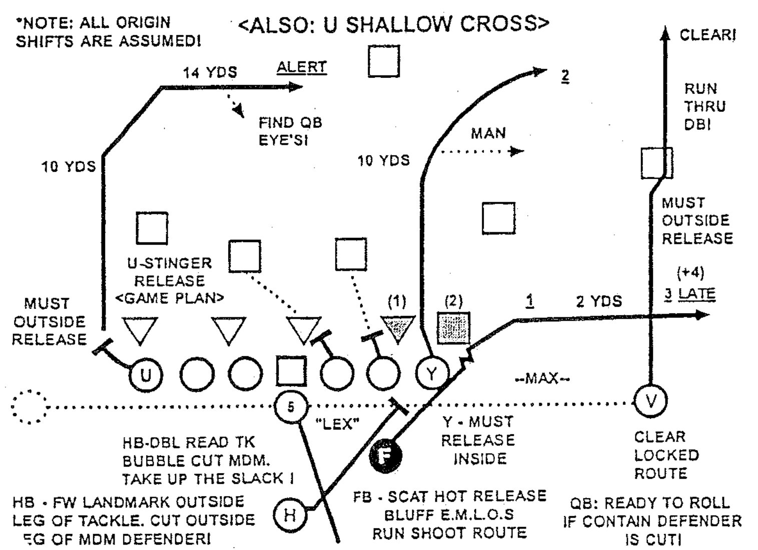
NOTES:

NEW ORLEANS SAINTS

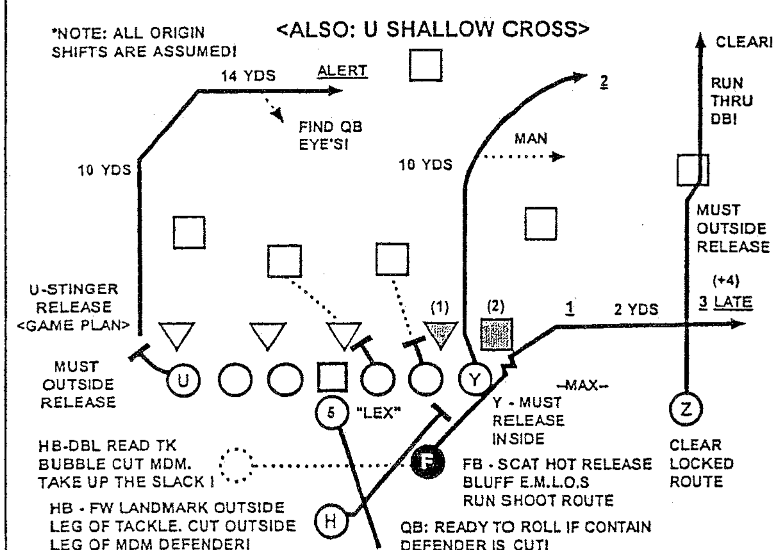
<JUMBO>
(ZOOM) KING RIGHT (LEFT)
HOUND 6 (7) "HOT" Y-BANANA (U-IN)



<TRIO>
RIGHT (LEFT) "V RT"
HOUND 6 (7) "HOT" Y-BANANA (U-IN)



<JUMBO>
QUEEN RIGHT (LEFT) "FUZZ"
HOUND 6 (7) "HOT" Y-BANANA (U-IN)



NOTES:

2004 TRAINING CAMP
MONDAY, AUGUST 09, 2004

- INSTALLATION #11
- DBL PRACTICE DAY
  - #13 (AM) (SHELLS)
  - #14 (PM) (FULL)
- SINGLE MEETING DAY
  - (15)

SY PROTECTIONS:

HOUND 6/7 "HOT"

APACHE 7/6 "HOT"

FAKE 95/94 BOB "JACK"

95/94 KEEP RIGHT

200 JET

SY PASSING GAME:

PLAY ACTION:

HOUND 6/7 "HOT" Y BANANA (U-IN)	(KING) QUEEN "FUZZ" <JMB> RIGHT (LEFT) "V RT/LT" <TRIO>
HOUND 6/7 "HOT" U (V) BANANA Y HIDE	**QUEEN PAIR "FUZZ" <JMB> UP STEEL FLOP <TRIO>**
HOUND 6/7 "HOT" Z SNAG (U-IN)	(ZOOM) ZIP KING (QUEEN "FUZZ") <JMB>
APACHE 7/6 "HOT" Z SNAG (V CORNER)	ZIP CLUSTER <TRIO>
APACHE 7/6 "HOT" Z HOOK	KING PAIR "FUZZ" <JMB> UP WOOL FLOP <TRIO>

FAKES:

FAKE 94 BOB "JACK" Z READ (U CORNER)	QUEEN PAIR <JMB>

KEEPS:

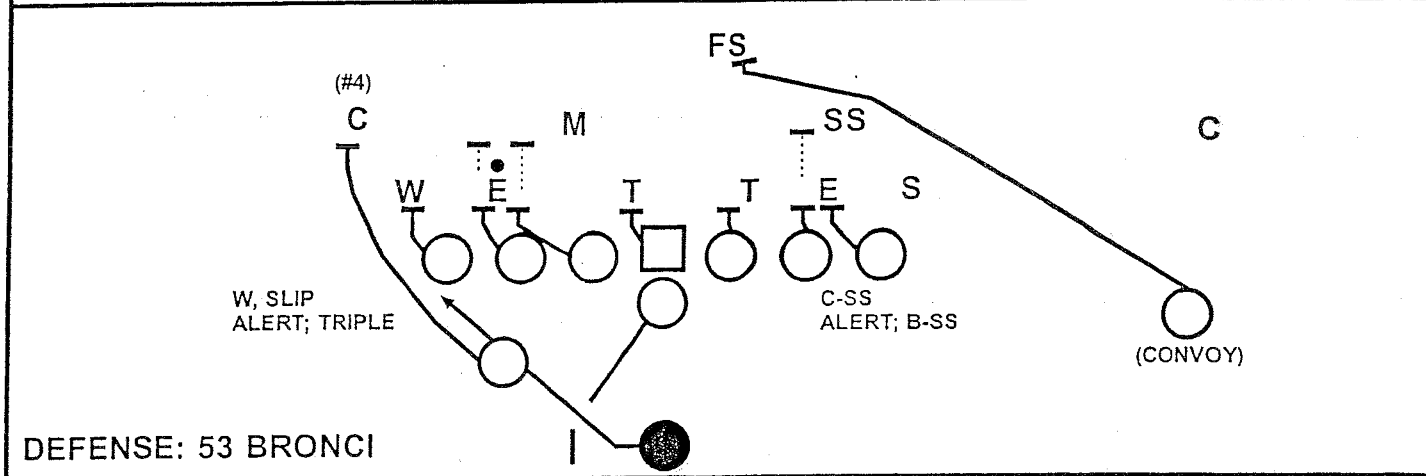
95/94 KEEP RIGHT U (V) CORNER Y LATE	QUEEN PAIR <JMB> UP WOOL FLOP <TRIO>

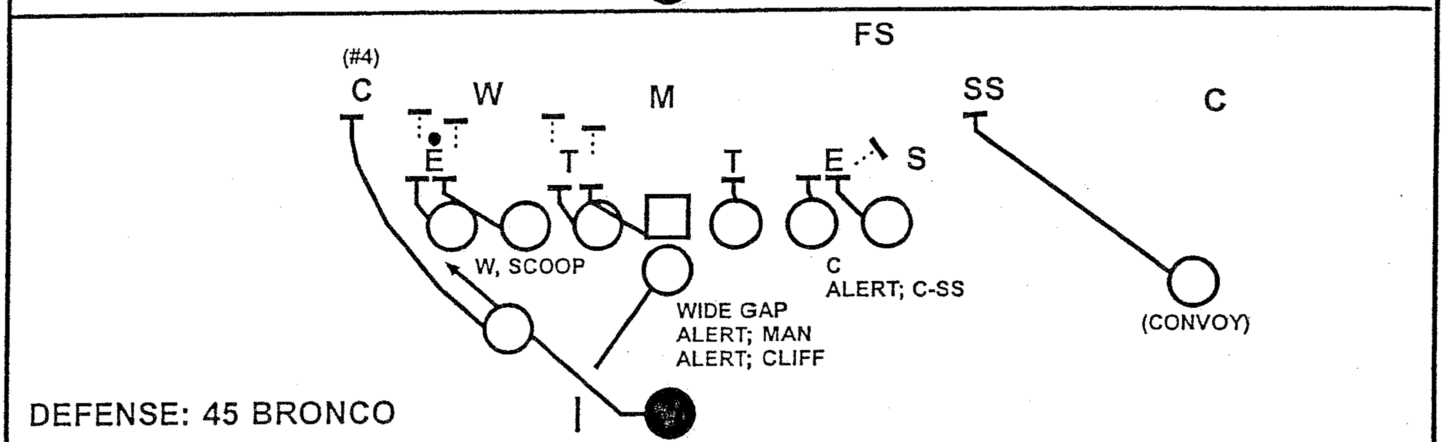
DROP BACK:

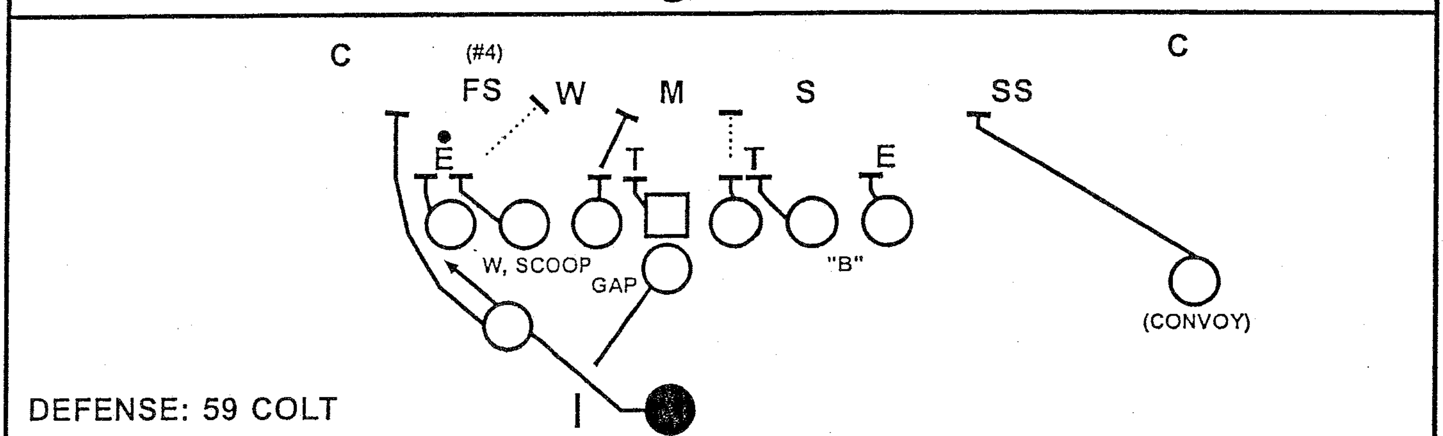
200 JET BOTH RACE	SHIFT WIDER RIGHT OUTSIDE <JMB>

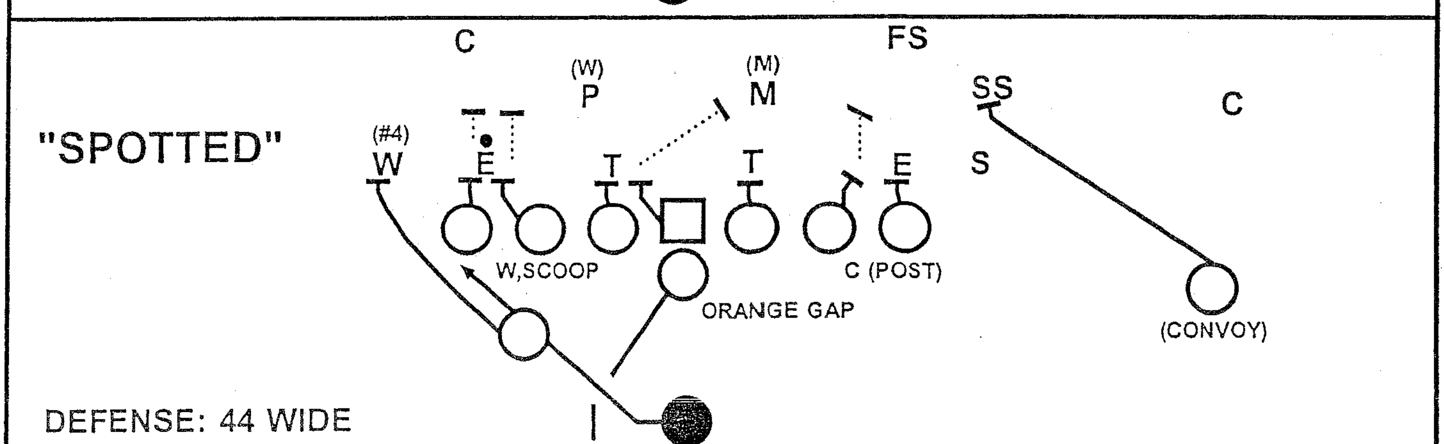
NEW ORLEANS SAINTS SY RUN GAME

<JUMBO> 97 (96) STRETCH BOSS SPOT







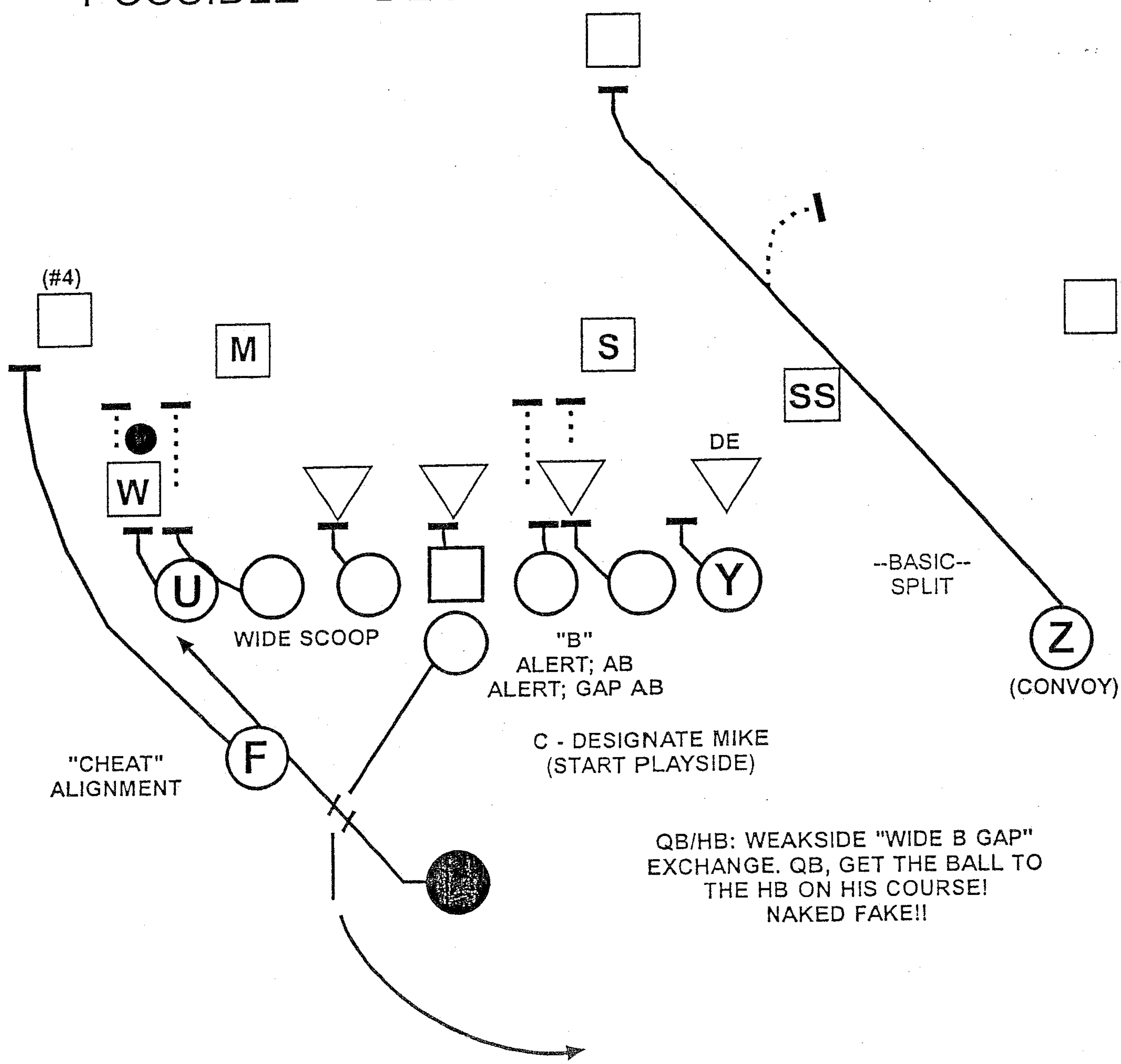


NEW ORLEANS SAINTS SY RUN GAME

97/96 STRETCH BOSS SPOT

DEFENSE: 57 SINK BRI

JUMBO
QUEEN RIGHT (LEFT)
97 (96) STRETCH BOSS "Z KEY"
"RUN IT RUN"
"SPOTTED RUN"
*POSSIBLE = "DECLARATION REDESIGNATION"



NEW ORLEANS SAINTS

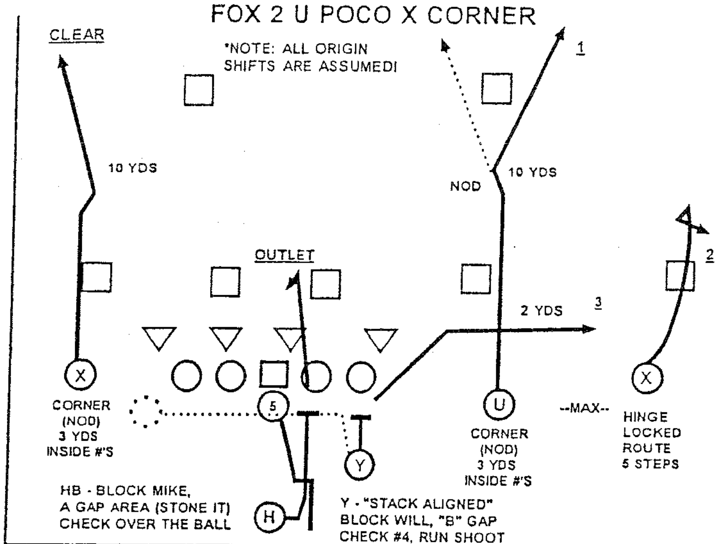
RZ #3

+20 TO +16

<TG>

"TEAR" TRIP RIGHT (handwritten: steal)

FOX 2 U POCO X CORNER

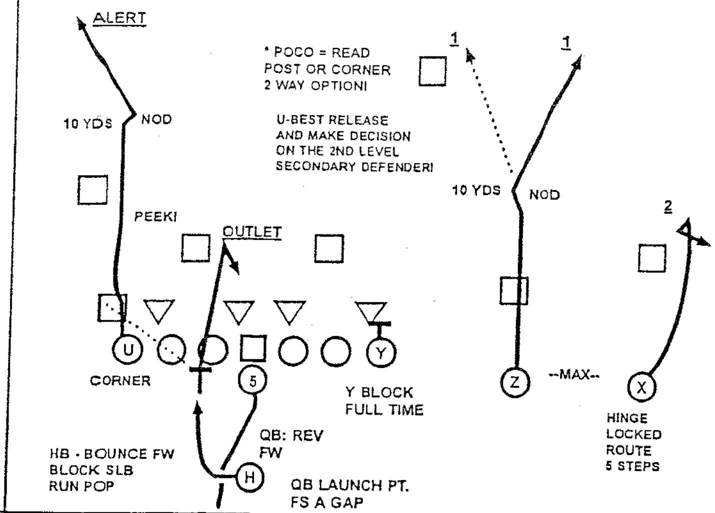


+20 TO +16

<TG>

RIGHT TWIN

PASS 95 BOB FLK POCO U CORNER



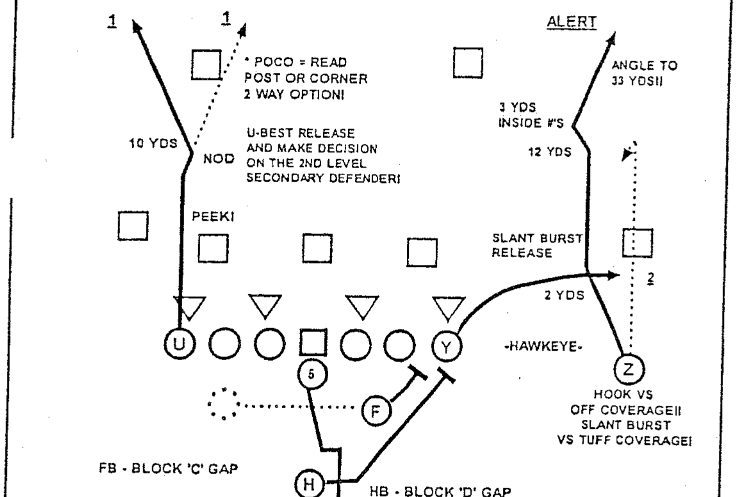
+20 TO +16

<JMB>

QUEEN RIGHT "FUZZ"

FOX 6 U POCO Y HAWKEYE

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



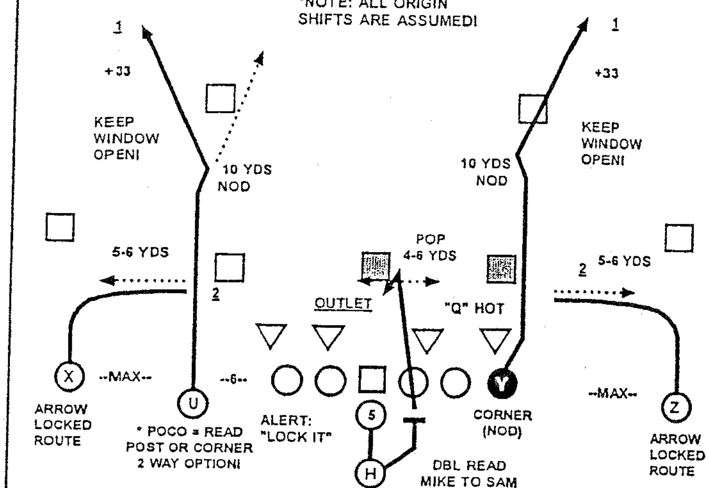
+20 TO +16

<TG>

DIVIDE RIGHT (LEFT)

2 (3) JET BOTH ARROW U POCO

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

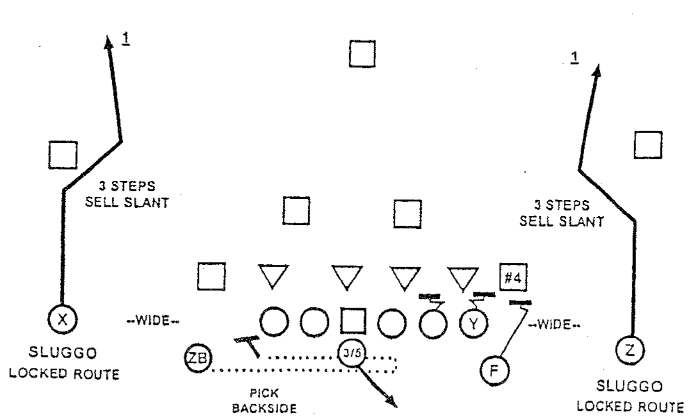


+20 TO +16

<ZB>

EMPTY UP RIGHT "ZB CTR" (handwritten: PSL)

388 QUAD BOTH SLUGGO (handwritten: tightest off coul def.)



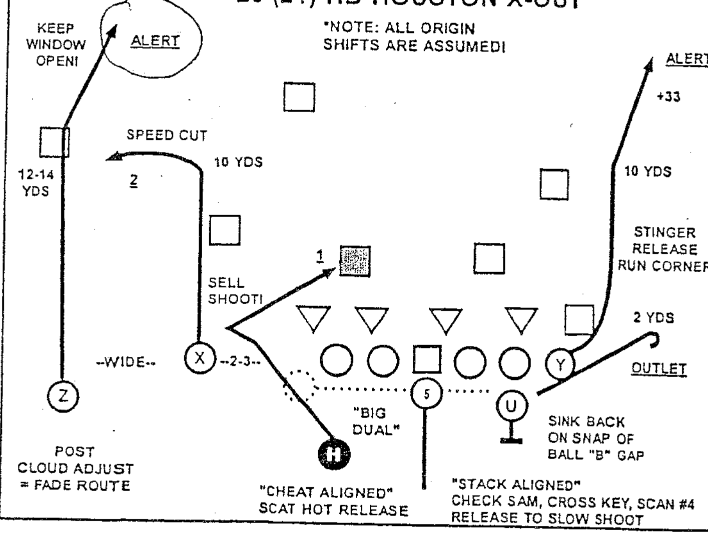
+20 TO +16

<TIGER>

MOVE FAR STEEL RIGHT (LEFT) FLOP

20 (21) HB HOUSTON X-OUT

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



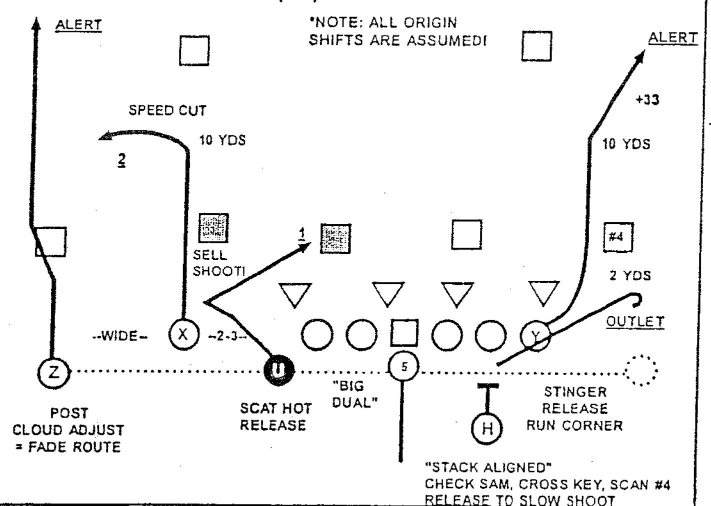
NEW ORLEANS SAINTS

RZ #3

+20 TO +16

<TIGER>

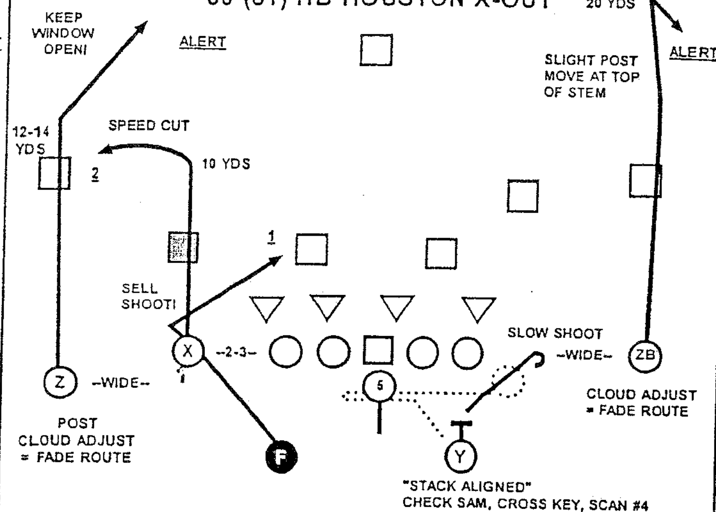
ZOOM NEAR (DEUCE) RIGHT (LEFT) FLOP
20 (21) U HOUSTON X-OUT



+20 TO +16

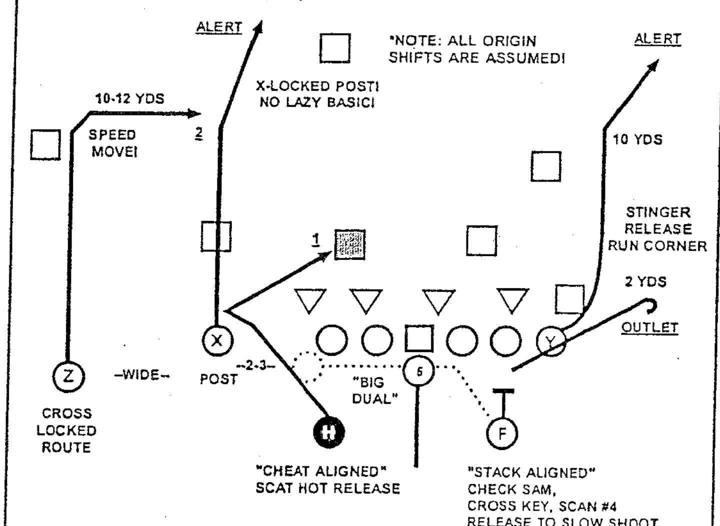
<ZB>

"TIP TAP" STRONGER RIGHT (LEFT) FLOP
80 (81) HB HOUSTON X-OUT



+20 TO +16

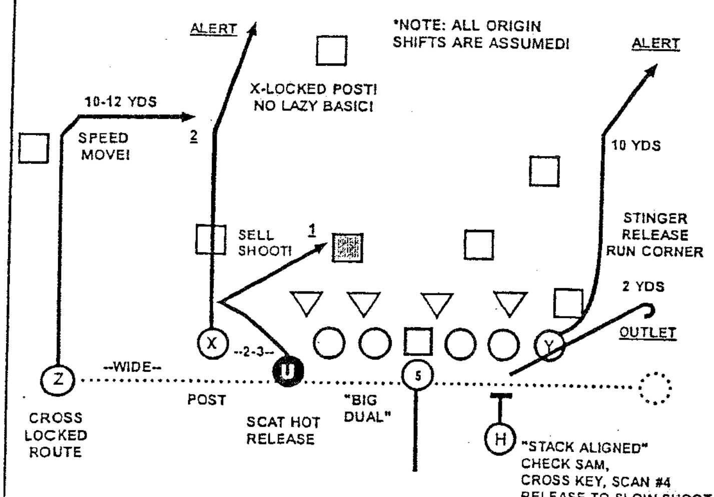
UNDER RIGHT (LEFT) FLOP "FB RIGHT"
20 (21) HB HOUSTON Z-CROSS



+20 TO +16

<TIGER>

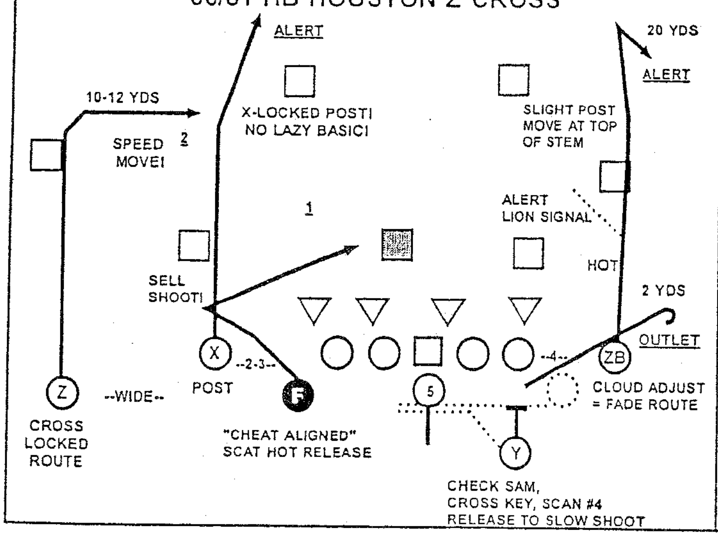
ZOOM NEAR (DEUCE) RIGHT (LEFT) FLOP
20 (21) U HOUSTON Z-CROSS



+20 TO +16

<ZEBRA>

TIP TAP STRONGER RIGHT (LEFT) FLOP
80/81 HB HOUSTON Z CROSS

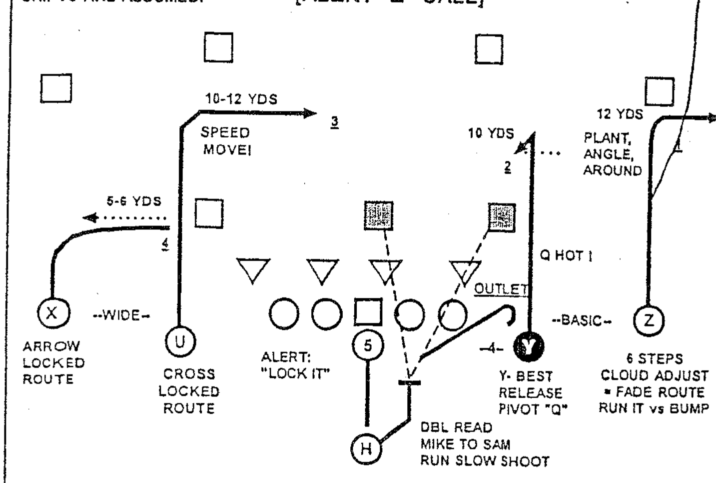


+20 TO +16

<TIGER>

DIVIDE OPEN RIGHT (LEFT)
2 (3) JET WINSTON U-BOW
[ALERT "Z" CALL]

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



"Z cal vs. dbl press"

NEW ORLEANS SAINTS   RZ #3

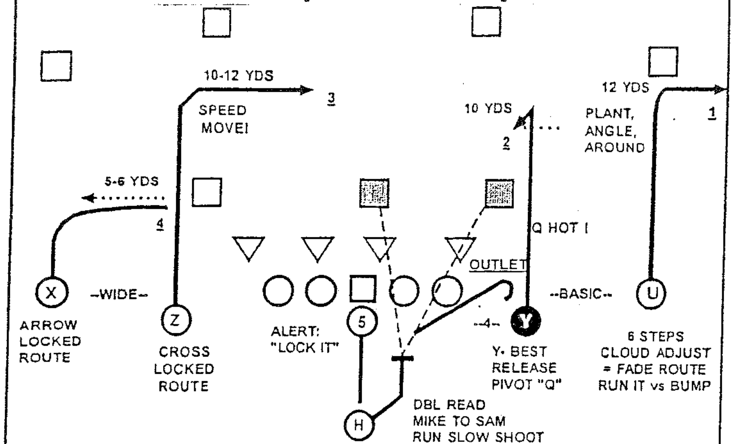
+20 TO +16

<TIGER>

TROUBLE OPEN RIGHT (LEFT) SLOT
2 (3) JET WINSTON Z-BOW

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

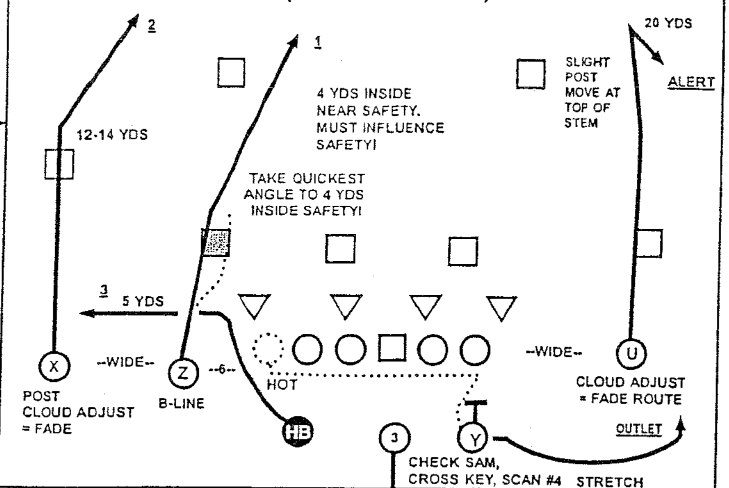
[ALERT "Z" CALL]



+20 TO +16

<TG>

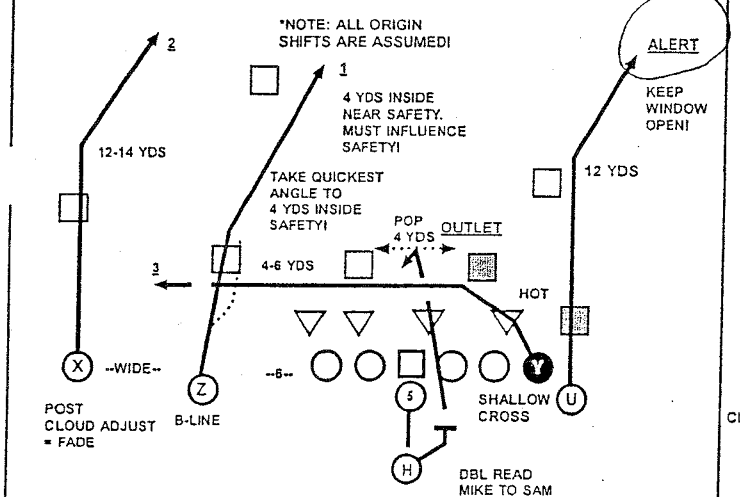
"TEAR" (FAR) STEEL TROUBLE RIGHT (LEFT) SLOT
"GUN" 80 (81) PEPPER HB FLAT
(ZB COMEBACK)



+20 TO +16

<TIGER>

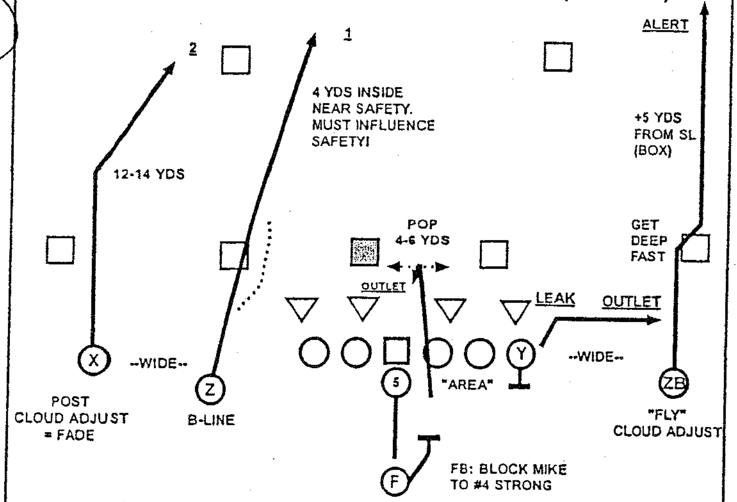
WEST RIGHT (LEFT) SLOT
2 (3) JET "PEPPER" Y SHALLOW CROSS



+20 TO +16

<ZEBRA>

STRONGER RIGHT (LEFT) SLOT
2 (3) JET "CHECK" PEPPER ZB-FLY (FB POP)

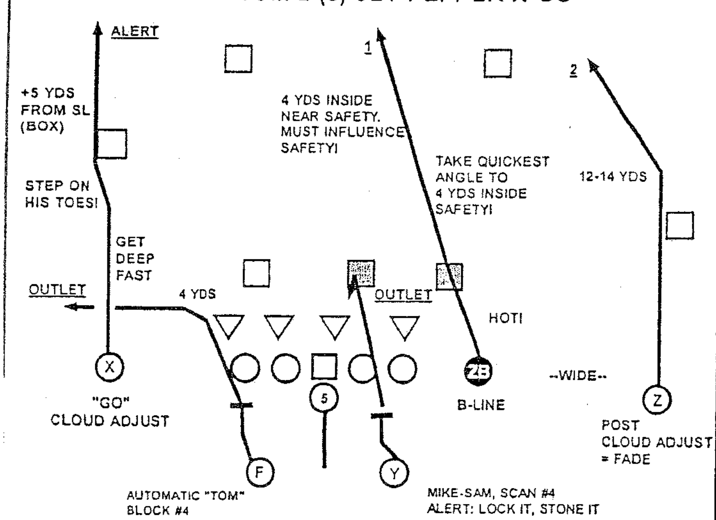


+20 TO +16

<ZB>

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

FAR STEEL STRONG RIGHT (LEFT)
TOM 2 (3) JET PEPPER X GO



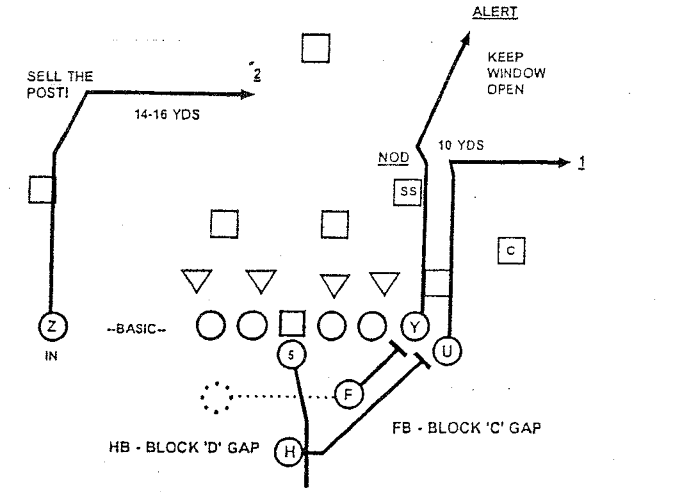
+20 TO +16

NEW ORLEANS SAINTS

+15 TO +11

<JMB>

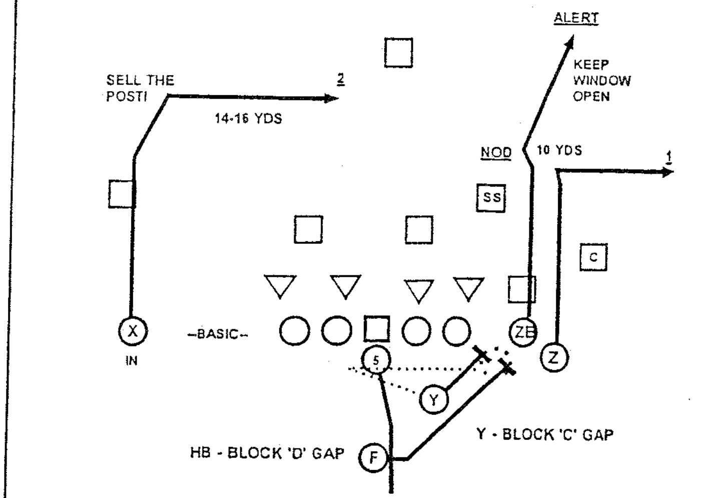
QUEEN RIGHT PAIR "FUZZ"
FOX 6 Y CORNER U OUT (Z IN)



+15 TO +11

<ZB>

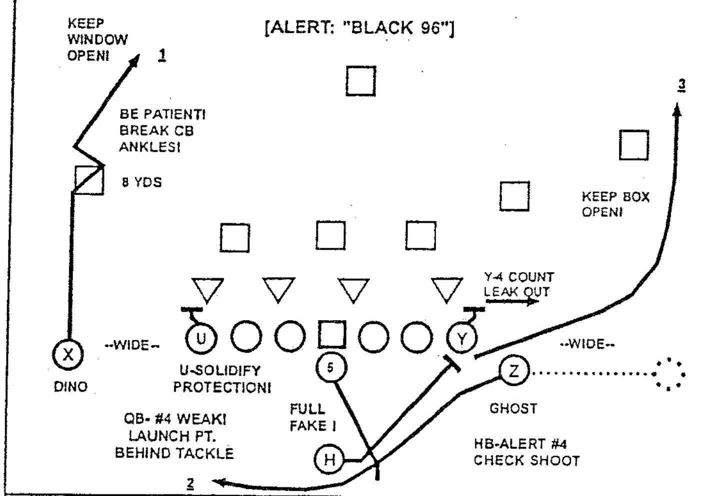
"TIP TAP" SET RIGHT CLOSE
FOX 6 ZB CORNER Z OUT (X IN)



+15 TO +11

<TIGER>

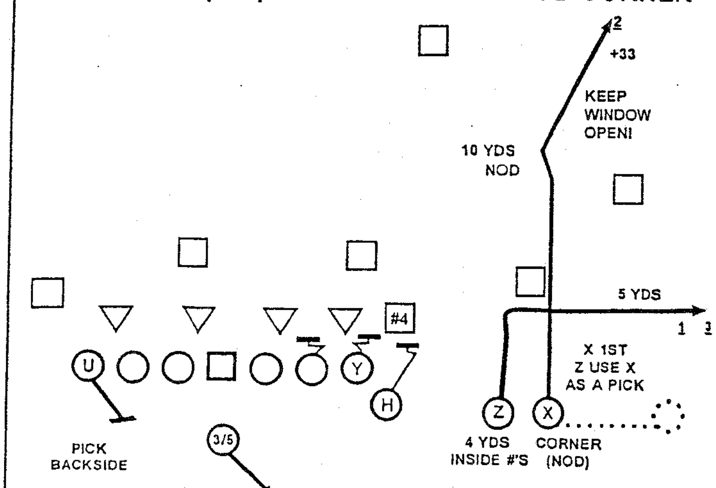
RIGHT
FAKE 96 STRETCH GHOST X DINO



+15 TO +11

<TG>

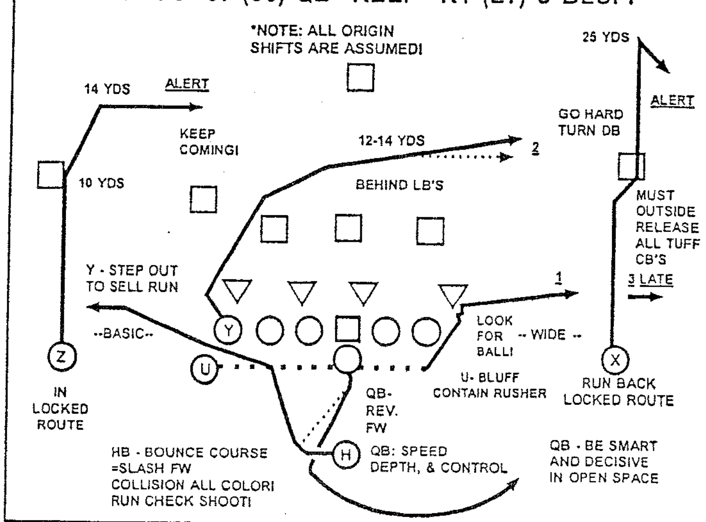
SET RIGHT (LEFT) TWIN "X SHORT"
"GUN" 388 (399) "QUAD" Z FLAT X NOD CORNER



+15 TO +11

<TIGER>

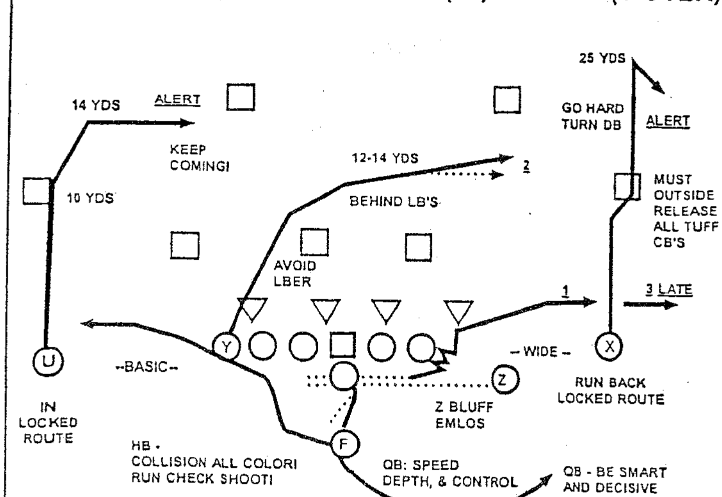
"MOVE" LEFT (RIGHT)
"TOSS" 97 (96) QB "KEEP" RT (LT) U BLUFF



+15 TO +11

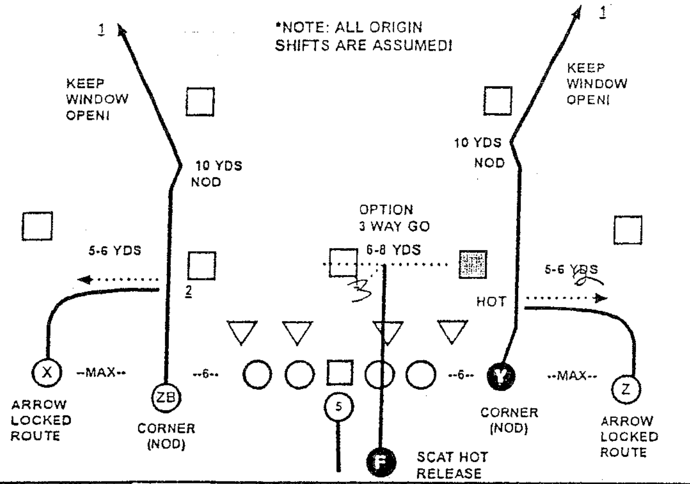
<ZB>

TROUBLE LEFT (RIGHT) SLOT "Z CTR"
(TOSS) 65 (64) (QB) KEEP RIGHT (LT) Z-BLUFF (Y-OVER)



+15 TO +11

<ZB>
WIDE OPEN RIGHT (LEFT)
SCAT 22 (23) BOTH ARROW FB OPTION



+15 TO +11

+15 TO +11

+15 TO +11

+15 TO +11

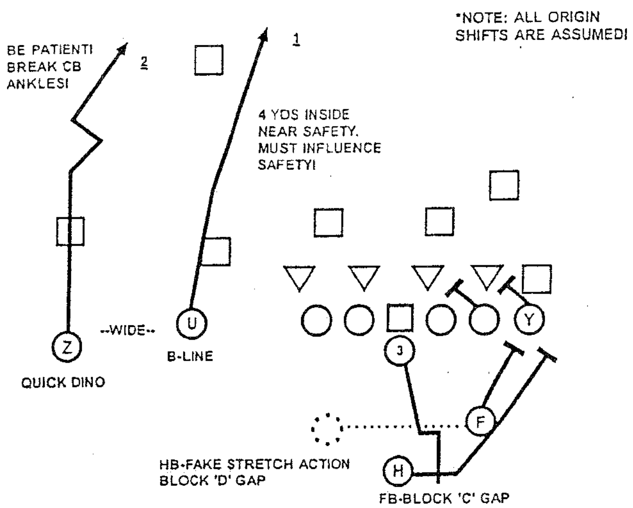
+15 TO +11

NEW ORLEANS SAINTS

+10 TO +6

<JMB>

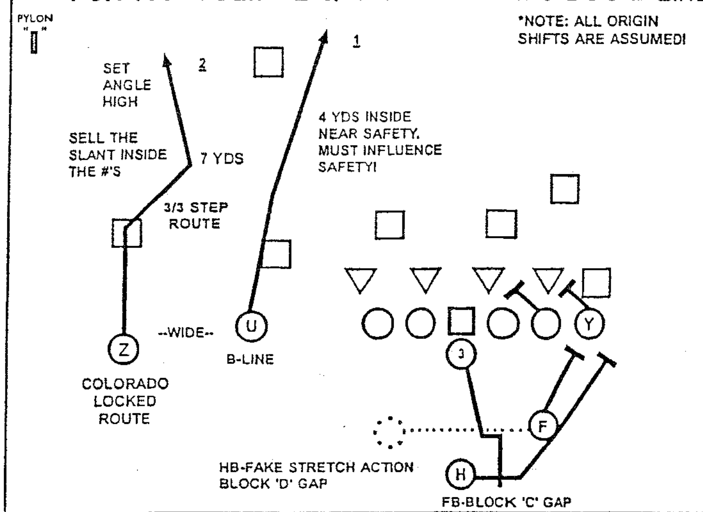
QUEEN RIGHT DIVIDE FLOP "FUZZ"
FOX 600 "SOLID" Z QUICK DINO BOO B-LINE



+10 TO +6

<JMB>

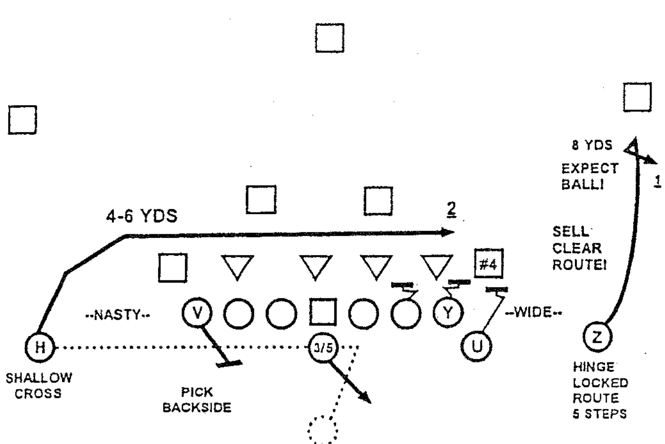
QUEEN RIGHT DIVIDE FLOP "FUZZ"
FOX 600 "SOLID" Z QUICK COLORADO BOO B-LINE



+10 TO +6

<TRIO>

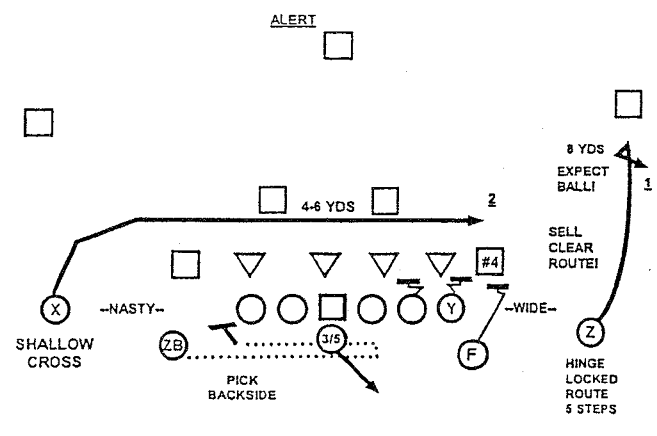
UNDER WEST RIGHT "B LEFT"
388 QUAD RIGHT Z-HINGE



+10 TO +6

<ZB>

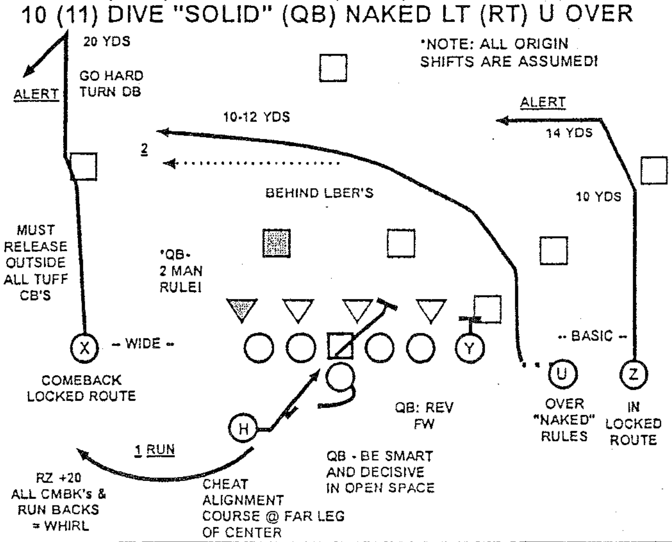
EMPTY UP RIGHT "ZB CTR"
388 QUAD Z-HINGE



+10 TO +6

<TIGER>

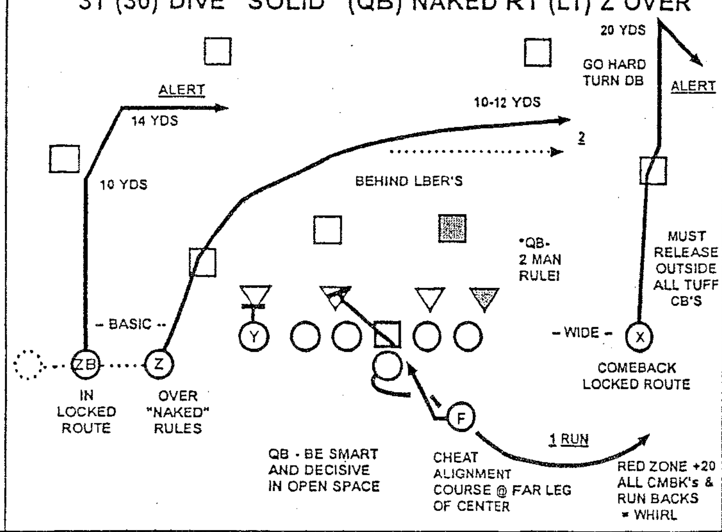
(FAR) TRIP RIGHT (LEFT) "U SHORT"
10 (11) DIVE "SOLID" (QB) NAKED LT (RT) U OVER



+10 TO +6

<ZEBRA>

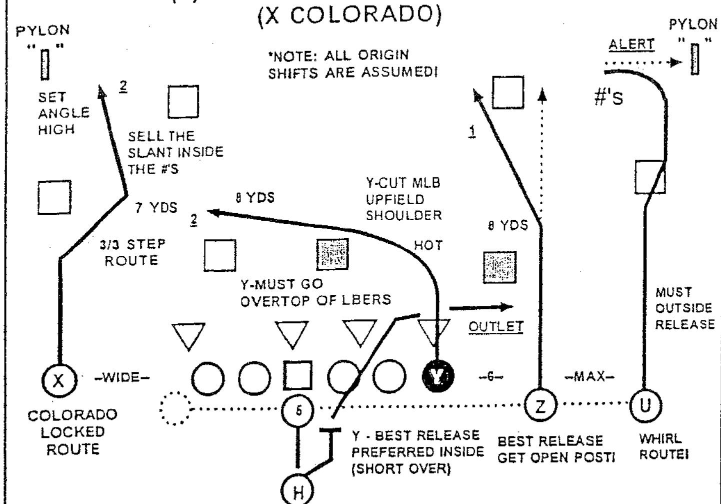
"ZIP" (FAR) STRONGER LEFT (RIGHT)
31 (30) DIVE "SOLID" (QB) NAKED RT (LT) Z OVER



NEW ORLEANS SAINTS

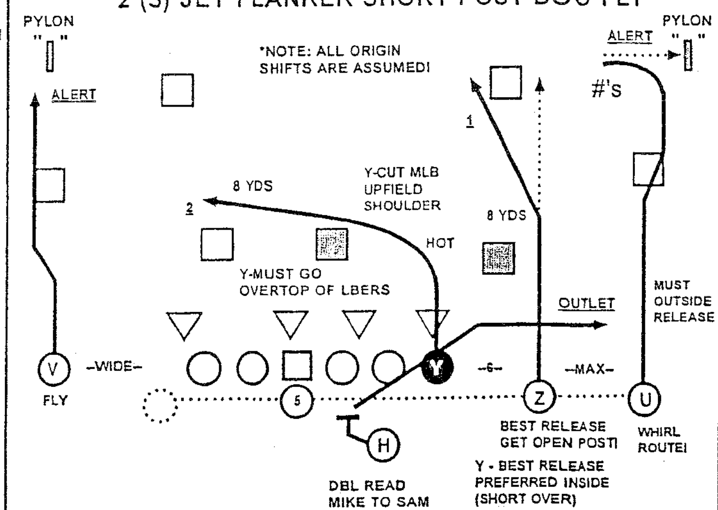
0 TO +6

<TIGER>
MOVE TROUBLE RIGHT (LEFT)
2 (3) JET FLANKER SHORT POST
(X COLORADO)



+10 TO +6

<TRIO>
MOVE BEYOND TROUBLE RIGHT (LEFT)
2 (3) JET FLANKER SHORT POST BOO FLY



+10 TO +6

+10 TO +6

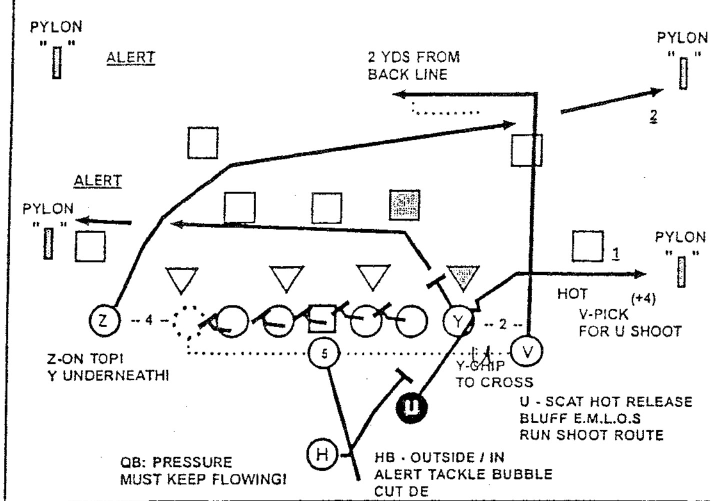
+10 TO +6

+10 TO +6

NEW ORLEANS SAINTS RZ #3

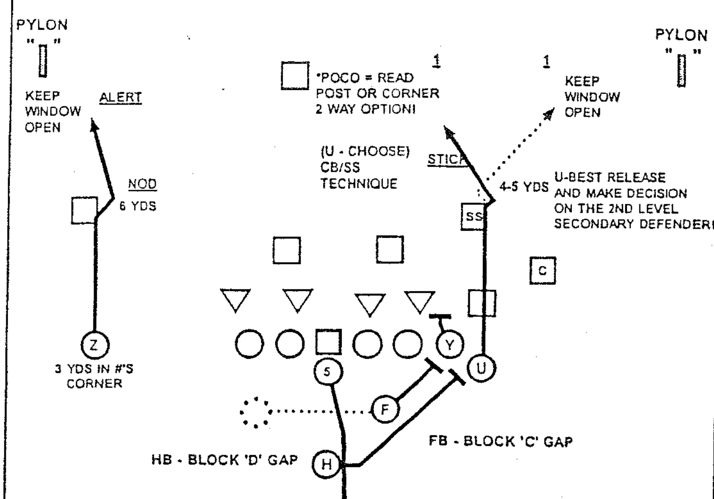
+5 TO +GL

<TRIO>
WEST FLOP "V RT"
HOUND 6 "HOT" ALL CROSS U SHOOT



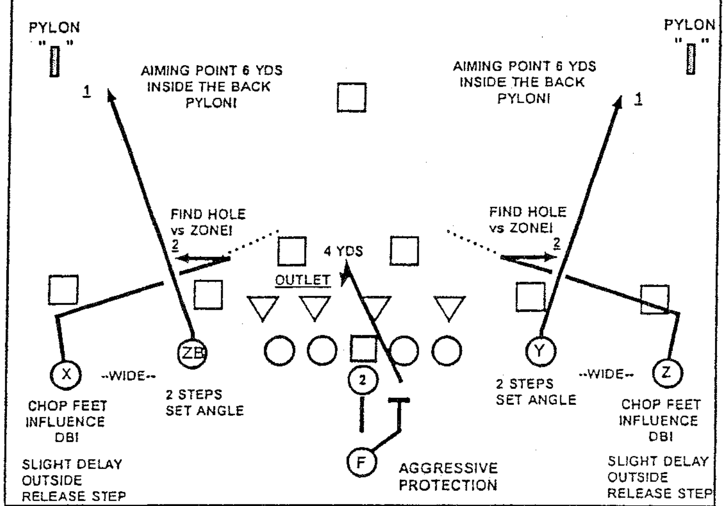
+5 TO +GL

<JMB>
QUEEN RIGHT PAIR "FUZZ"
FOX 600 "SOLID" U QUICK POCO Z CORNER



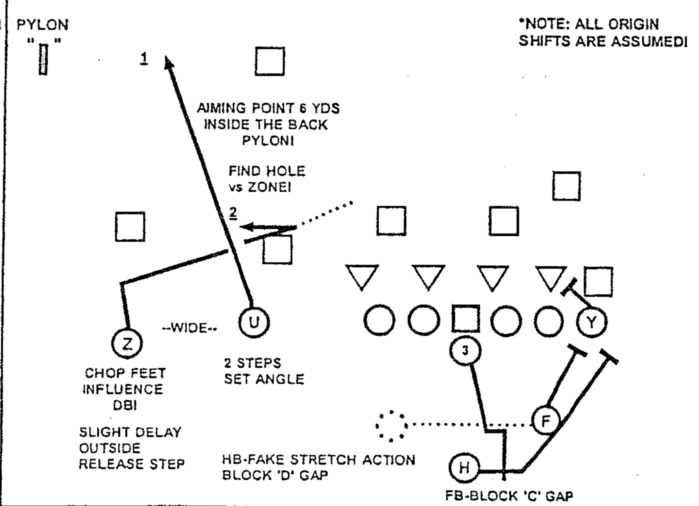
+5 TO +GL

<ZB>
WIDE OPEN RIGHT (LEFT)
200 (300) JET BOTH RACE



+5 TO +GL

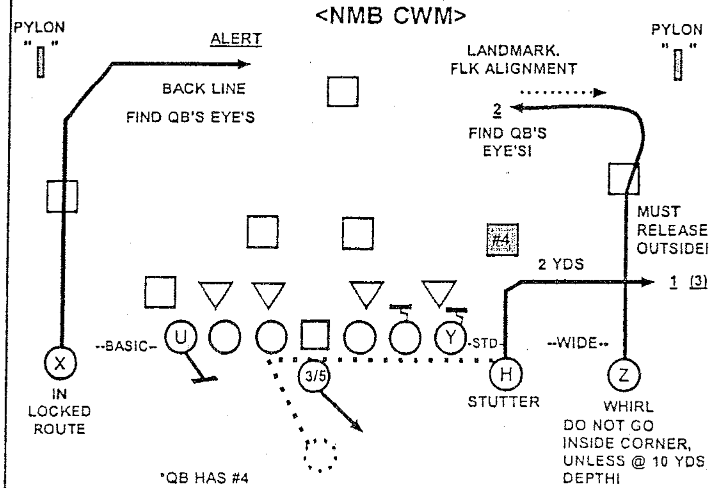
<JMB>
QUEEN RIGHT DIVIDE FLOP "FUZZ"
FOX 600 "SOLID" Z RACE



+5 TO +GL

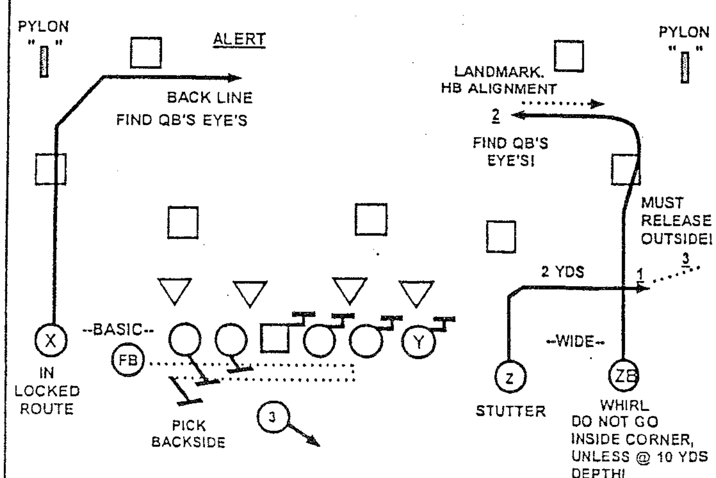
<TIGER>
RIGHT "B MOTION"
"GUN" 388 SOLID HB STUTTER

<NMB CWM>



+5 TO +GL

<ZB>
EMPTY STRONGER RIGHT (LEFT) "FB CTR"
"GUN" 388 "SOLID" Z STUTTER



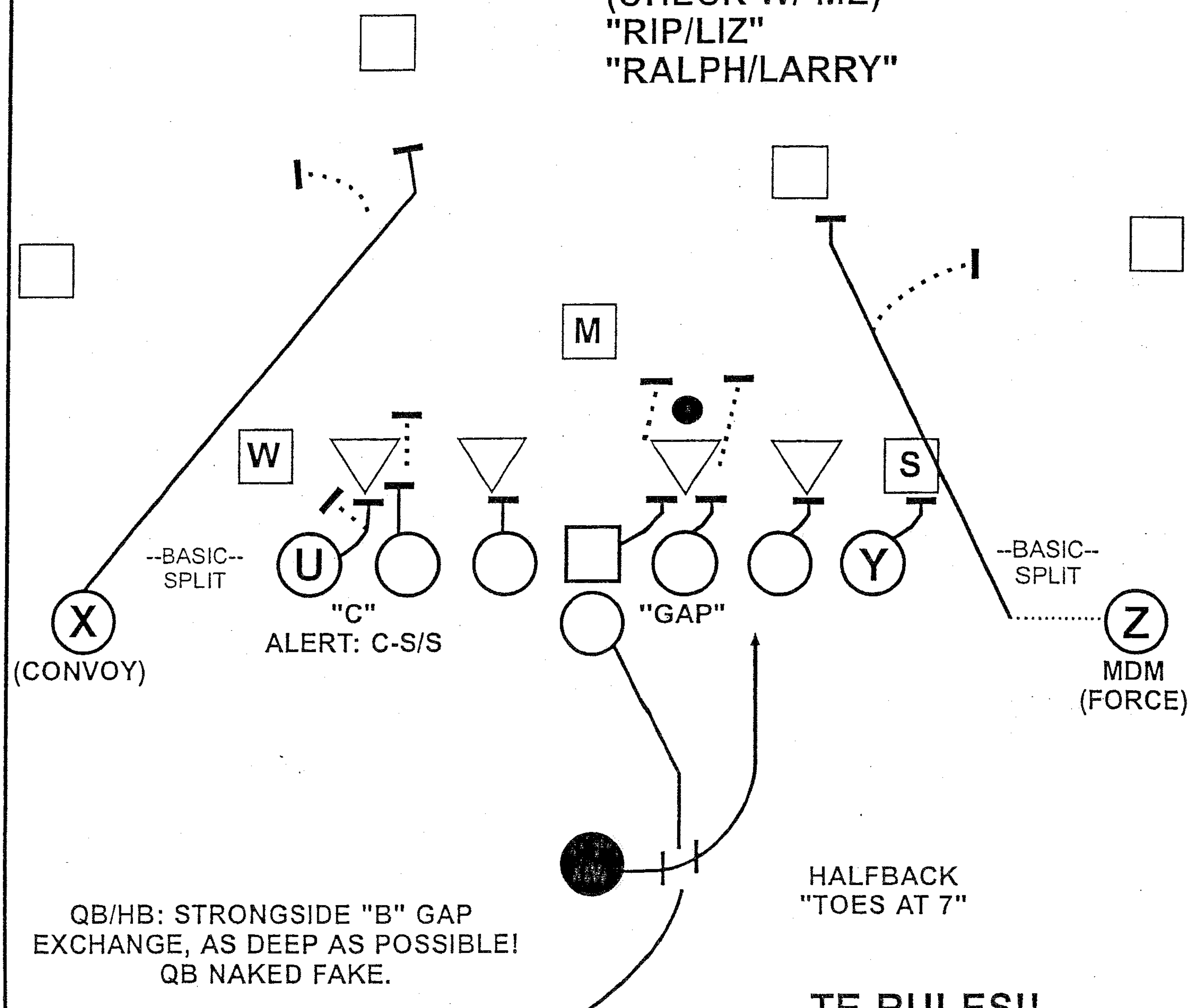
NEW ORLEANS SAINTS RUN GAME

** 94/95 SLASH **

DEFENSE: 43

TIGER
"CAN ZIP" (X) RIGHT (LEFT)
94 (95) SLASH "X/Z KEY"

*ALERT: RED OVER-"SLASH"
(CHECK W/ ME)
"RIP/LIZ"
"RALPH/LARRY"



QB/HB: STRONGSIDE "B" GAP
EXCHANGE, AS DEEP AS POSSIBLE!
QB NAKED FAKE.

HALFBACK
"TOES AT 7"

TE RULES!!

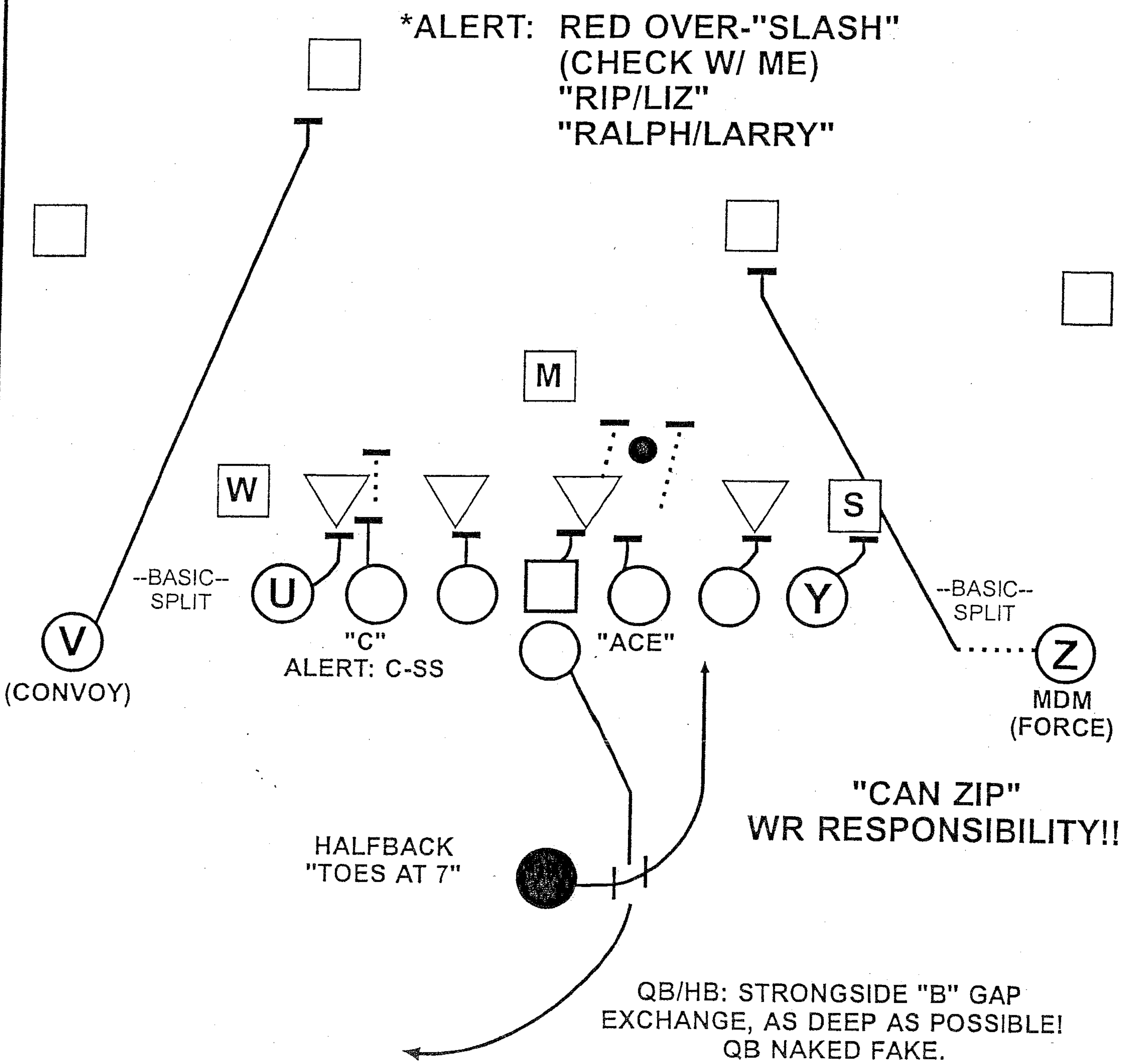
Y - BLOCK #3. ALERT; SCOOP, SLIP.
U - BLOCK #3. ALERT; C, C-SS, Y-SIFT.

NEW ORLEANS SAINTS RUN GAME

** 94/95 SLASH **

DEFENSE: 23

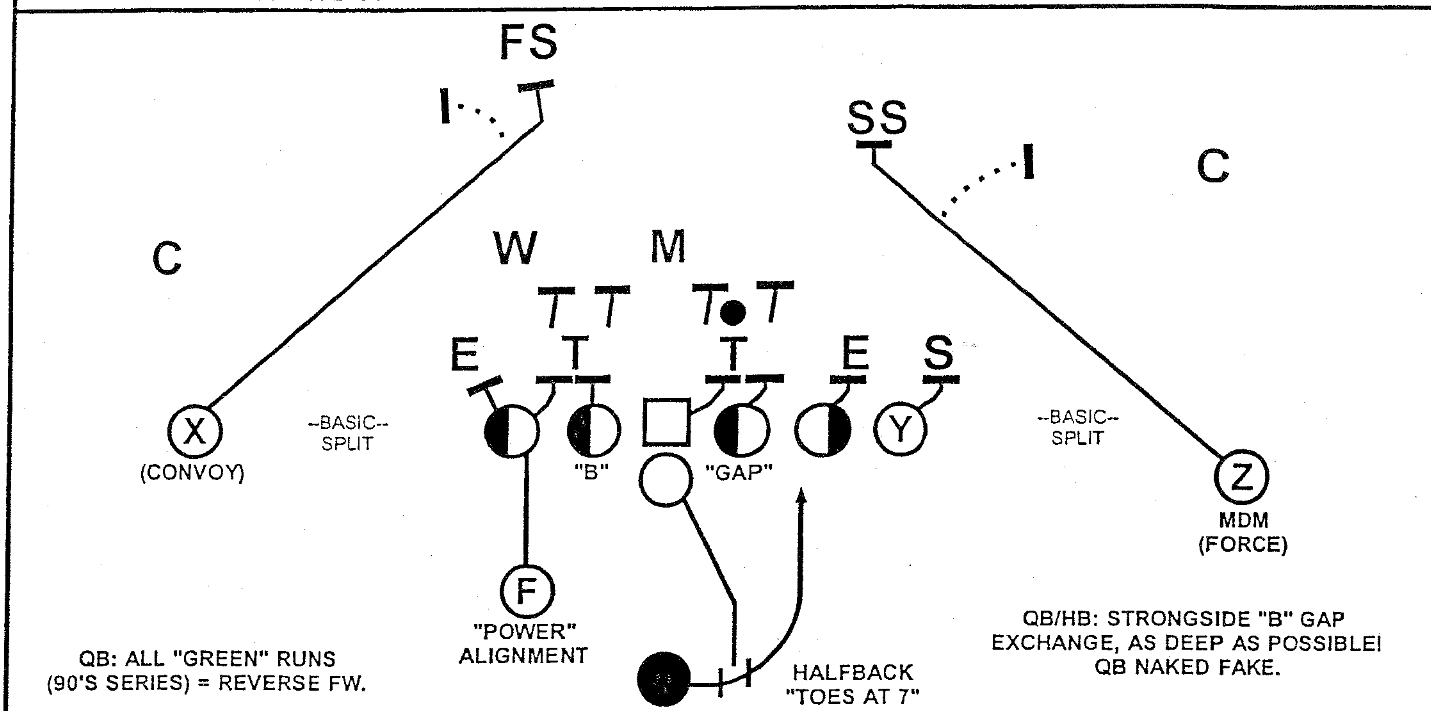
TRIO
"CAN ZIP (V)" BEYOND RIGHT (LEFT)
94 (95) SLASH "V/Z KEY"



NEW ORLEANS SAINTS RUN GAME

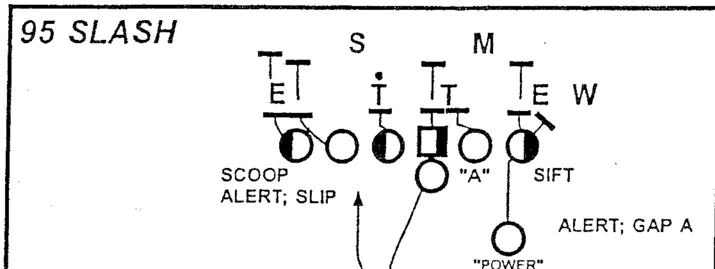
SERIES	PLAY	BASE FORMATIONS
NINETIES	94 (95) SLASH FLIP 94 (95) SLASH	QUEEN WOOL <TG>

DESCRIPTION: STRONGSIDE INSIDE ZONE BLOCKING SCHEME WITH OPTION HOLE RUNNING! THE POINT OF ATTACK IS THE STRONGSIDE "C GAP" TO THE BACKSIDE "B GAP". THIS IS THE ORIGIN OF THE STRONGSIDE RUN GAME!!!

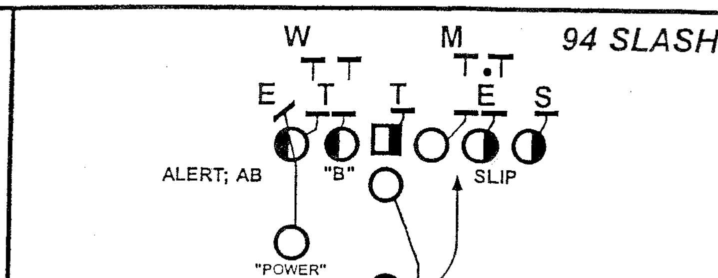


FB BLOCKING BACK	"QUEEN ALIGNMENT; HEELS AT 5 YARDS, IN A 3 POINT STANCE. "QUEEN" ALIGNMENT IS A "POWER" LOCATION BEHIND THE WEAKSIDE TACKLE. ACCELERATE WITH INSIDE/OUTSIDE APPROACH FOR THE E.M.L.O.S. IF WILL IS ON THE LINE OF SCRIMMAGE, BLOCK THE OUTSIDE OF THE TWO (DE OR WILL) IN A SIFT SCHEME WITH THE WEAKSIDE TACKLE. USE A RIP CUT-OFF TECHNIQUE TO INSURE THE WIDTH OF BLOCKING SCHEME FOR OPTION HOLE RUNNING.
HB	BALL CARRIER: ALIGN "TOES" 7 YARDS DEEP FROM THE L.O.S. (IF FLIP IS USED ALIGN "TOES" 7 YARDS FROM THE L.O.S.) IN A 2 POINT STANCE.
FOOTWORK & COURSE:	USE OPEN CROSSOVER FOOTWORK TO GET SHOULDERS SQUARE ON THE 3RD STEP. THE SPRINT SPOT IS THE INSIDE LEG OF THE STRONGSIDE TACKLE.
DOT RUNNING:	STRONGSIDE GUARD COVERED = READ DEFENDER OVER THE GUARD. STRONGSIDE GUARD UNCOVERED = READ THE DEFENDER OVER THE TACKLE.
2ND LEVEL VISION:	PRESS THE HOLE TO SET THE MIKE LBER. DON'T MAKE THE CUT TO EARLY. NORTH & SOUTH OPTION HOLE RUNNING. FEEL THE FLOW OF THE DEFENSE AND ACCELERATE THE CREASE.

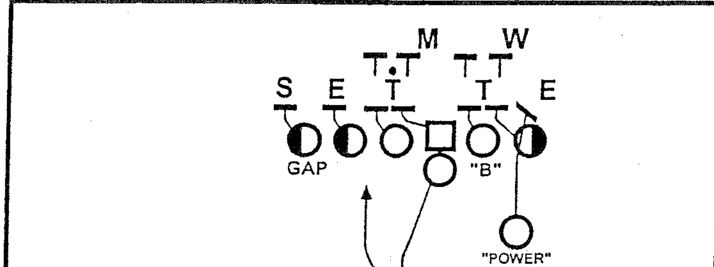
X	CONVOY: TAKE HIGH HARD ANGLE TO THE FAR SAFETY (S/S), MOST LIKELY TO BLOCK F/S.	BASIC SPLIT!
Z	MDM: BLOCK FORCE (RUN SUPPORT) DEFENDER. SPRINT SHALLOW TO THE L.O.S.	BASIC SPLIT!



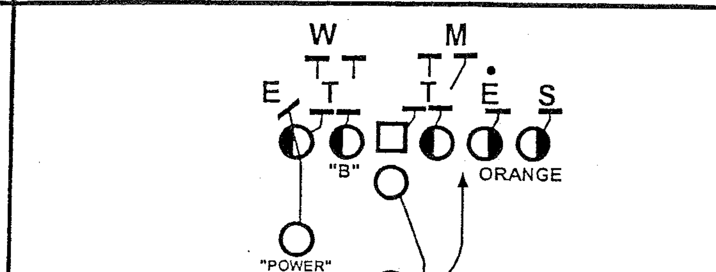
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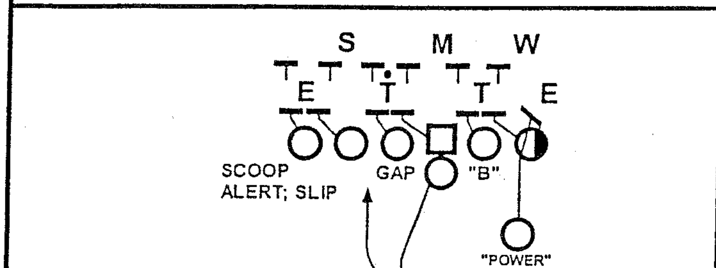
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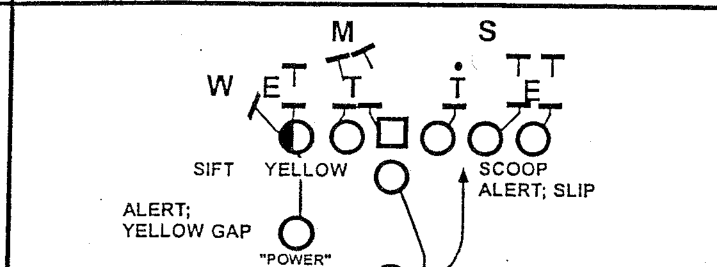
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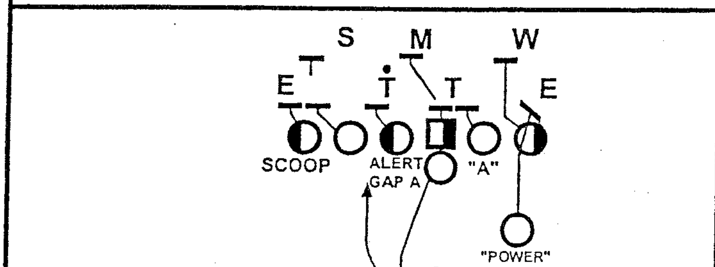
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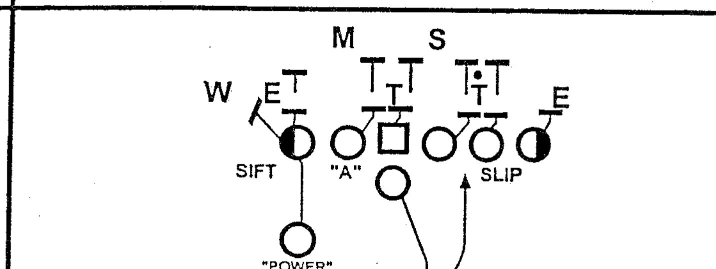
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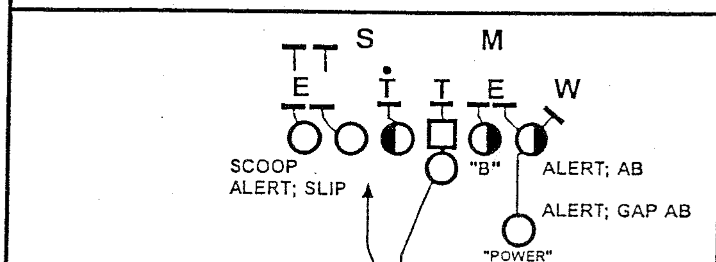
47 -



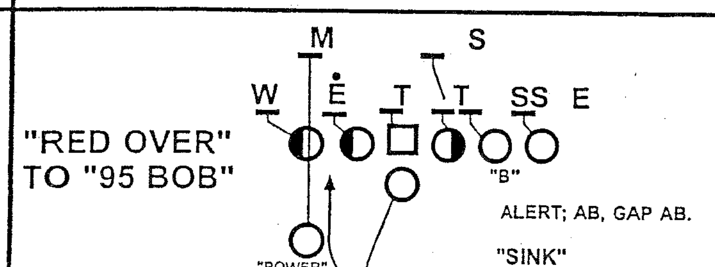
59 LOOSE



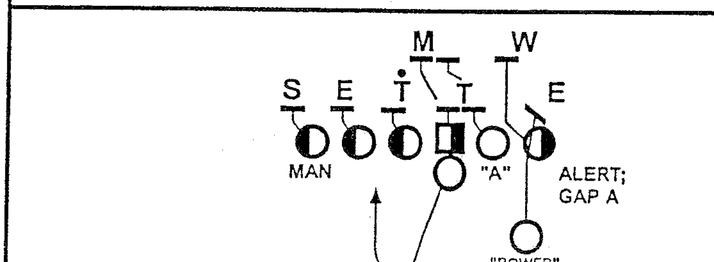
53 OKIE



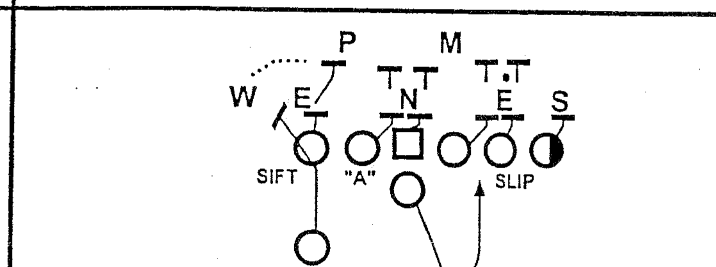
57 SINK



59 BEAR



53 BOSS



34

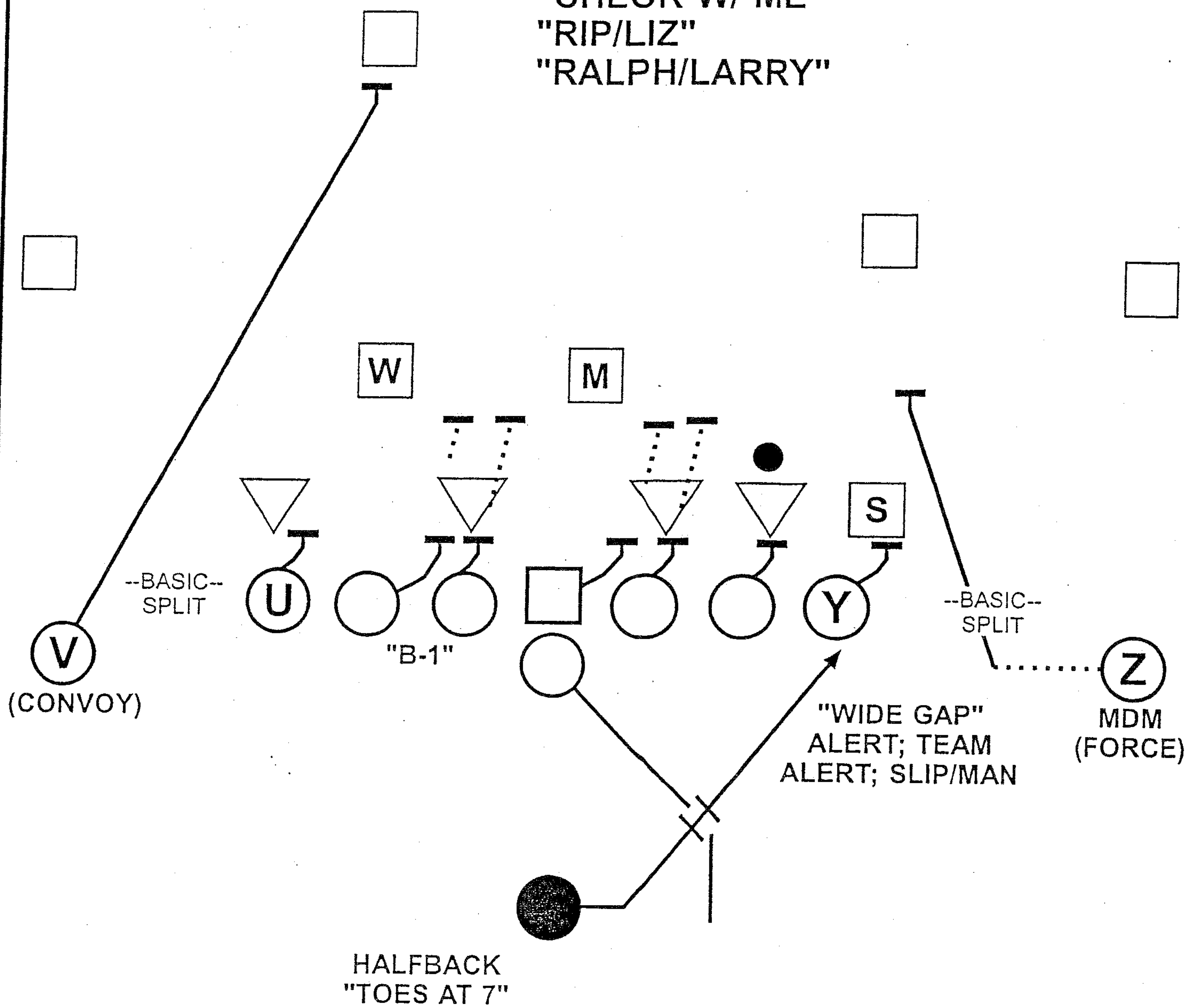
NEW ORLEANS SAINTS RUN GAME

** 96/97 STRETCH **

DEFENSE: 45

TRIO
"CAN ZIP (V)" BEYOND RIGHT (LEFT)
96 (97) STRETCH "V/Z KEY"

*ALERT: RED OVER-"STRETCH"
"CHECK W/ ME"
"RIP/LIZ"
"RALPH/LARRY"



QB/HB: STRONGSIDE "WIDE B GAP" EXCHANGE! QB, GET THE BALL TO THE "HB" ON HIS COURSE!!

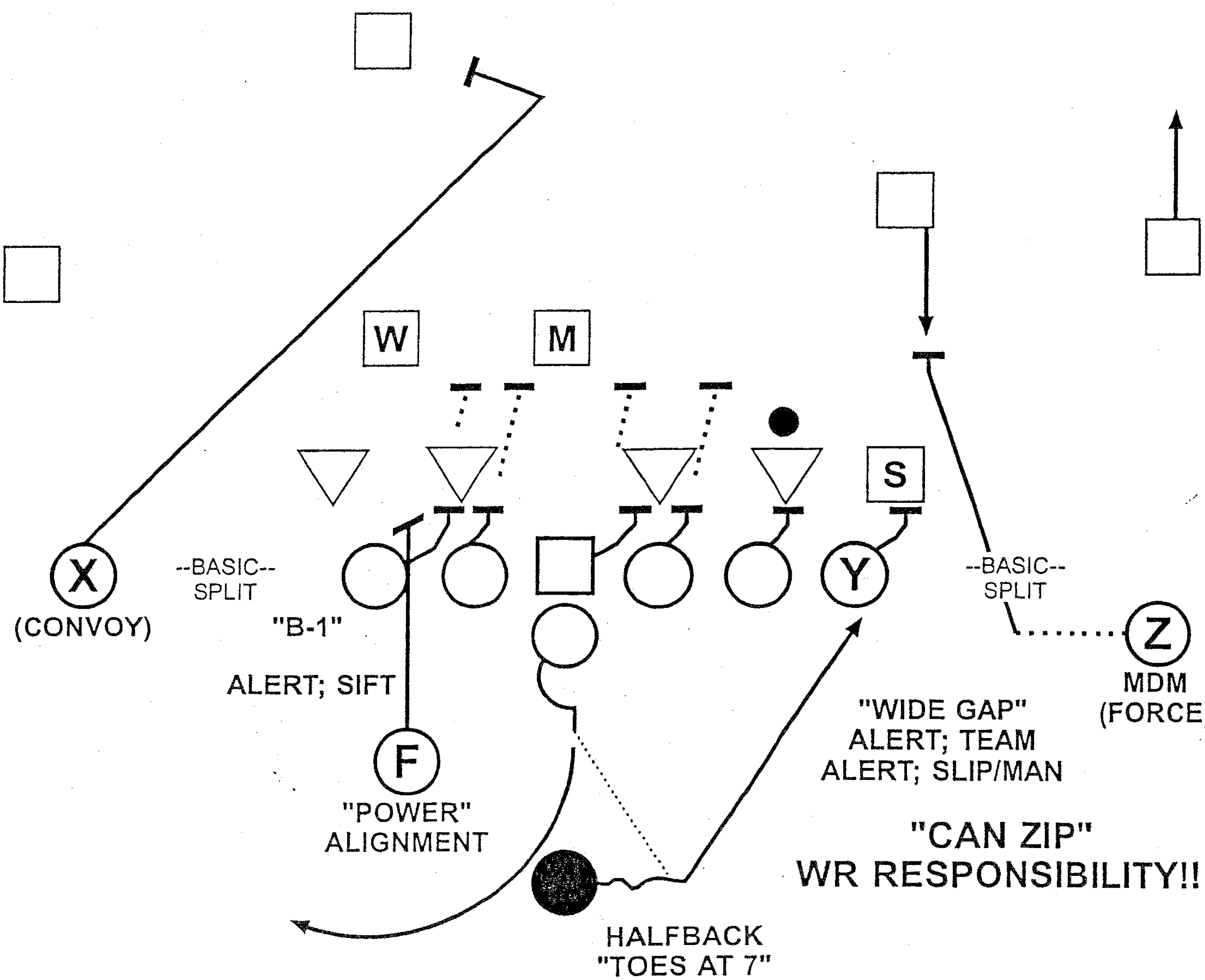
NEW ORLEANS SAINTS RUN GAME

** FLIP 96/97 STRETCH **

DEFENSE: 45

"CAN ZIP" QUEEN RIGHT (LEFT)
FLIP 96 (97) STRETCH "X KEY"

*ALERT: "RUN IT" RUN



TE RULES!!

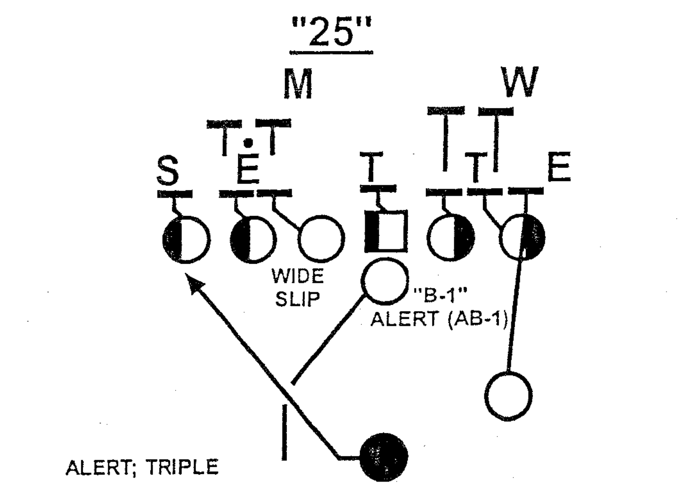
QB/HB: STRONGSIDE
"B GAP TOSS" LANDMARK!
QB DEAD PITCH ON THE BODY!

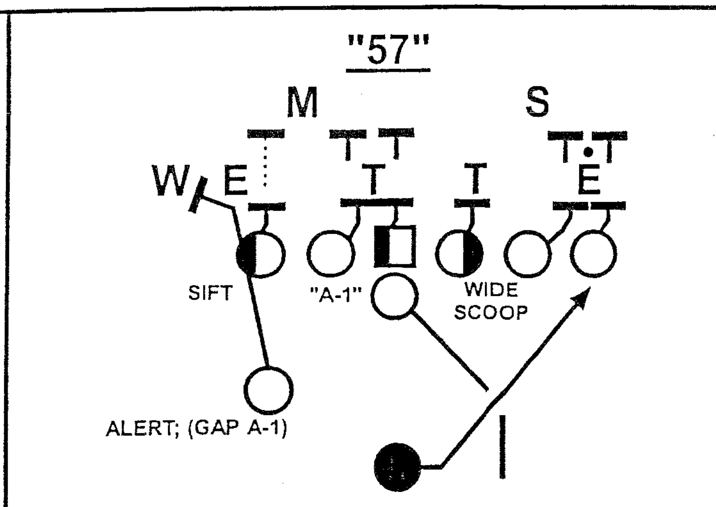
Y - BLOCK #3. ALERT; WIDE SCOOP, WIDE SLIP, JACK, TEAM, TRIPLE, OUT, WIDE, ORANGE/YELLOW, MAN (WIPE), "G", TED.

U - ASSUME FB RESPONSIBILITIES.

NEW ORLEANS SAINTS RUN GAME

SERIES	PLAY	BASE FORMATIONS
NINETIES	(FLIP) 96 (97) STRETCH	QUEEN





Y	BLOCK #3. ALERT; WIDE SCOOP, WIDE SLIP, JACK, TEAM, TRIPLE, OUT, WIDE, ORANGE/YELLOW, MAN (WIPE), "G", TED.
U	ASSUME FB RESPONSIBILITIES.
ONSIDE TACKLE	BLOCK #2. ALERT; WIDE SCOOP, WIDE SLIP, TRIPLE, TEAM, OUT, ORANGE/YELLOW.
ONSIDE GUARD	BLOCK #1. ALERT; WIDE GAP, WIDE SLIP, TRIPLE, TEAM, OUT, ORANGE/YELLOW (GAP), CLIFF.
CENTER	BLOCK ZERO. ALERT; A-1, AB-1, WIDE GAP, GAP A-1, GAP AB-1, TEAM, ORANGE/YELLOW, (GAP), CLIFF.
OFFSIDE GUARD	BLOCK #1. ALERT; A-1, AB-1, B-1, GAP A-1, GAP AB-1, ORANGE/YELLOW (GAP), CLIFF.
OFFSIDE TACKLE	BLOCK #2. ALERT; SIFT, B-1, C-1, C-SS, AB-1, GAP A-1, GAP AB-1, ORANGE/YELLOW (GAP).

COACHING POINTS:

1. 96/97 STRETCH = POSSIBLE "RED OVER" TO 95/94 BOB.

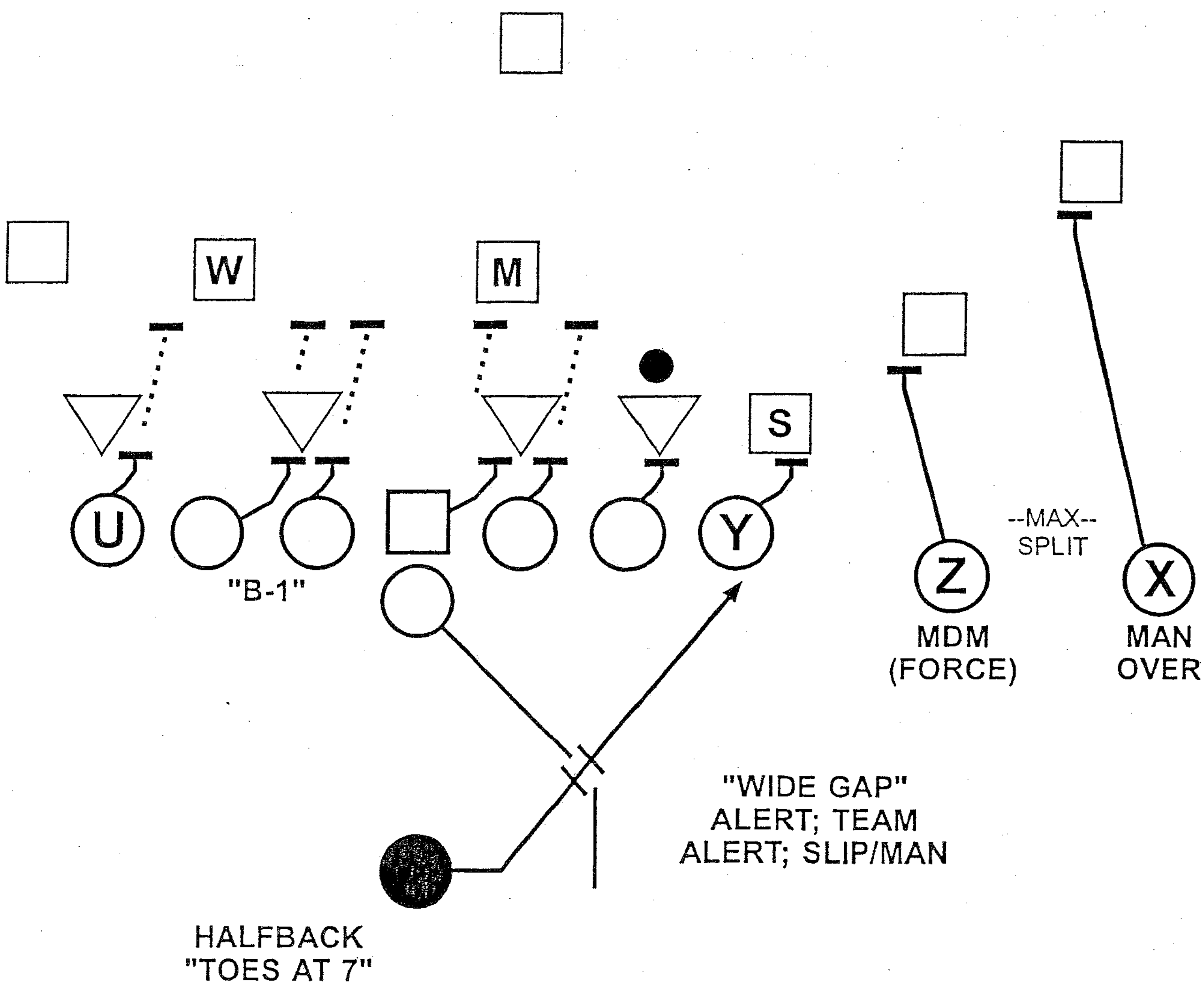
NEW ORLEANS SAINTS RUN GAME

96/97 STRETCH FLK FORCE

DEFENSE: 45 +

TIGER
TWIN RIGHT (LEFT)
96 (97) STRETCH FLK FORCE

*ALERT: RED OVER-"STRETCH"
"RIP/LIZ"



QB/HB: STRONGSIDE "WIDE B GAP" EXCHANGE! QB, GET THE BALL TO THE "HB" ON HIS COURSE!!

NEW ORLEANS SAINTS SUB RUN GAME

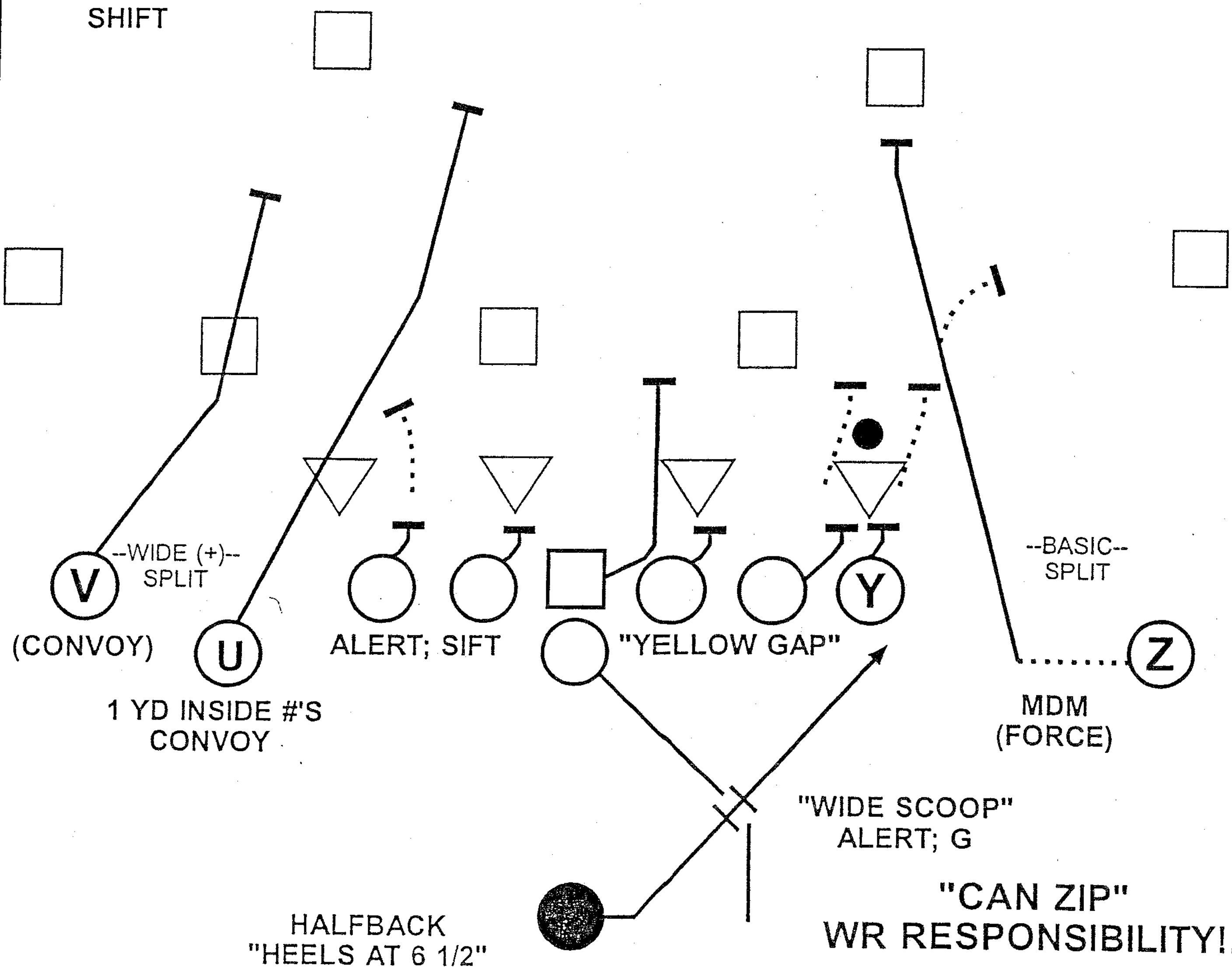
** 66/67 STRETCH **

DEFENSE: 49

BOX RULE RUN

TRIO
"CAN ZIP" BEYOND DIVIDE RIGHT (LEFT)
66 (67) STRETCH

*ALERT: RED OVER-65/64 O.P. U FORCE
"RIP/LIZ"
"RALPH/LARRY"



"CAN ZIP"
WR RESPONSIBILITY!!

QB/HB: STRONGSIDE "WIDE B GAP" EXCHANGE! QB, GET THE BALL TO THE HB ON HIS COURSE!!

TE RULES!!

Y - BLOCK #3. ALERT; WIDE SCOOP, JACK, TEAM, TRIPLE, OUT, ORANGE/YELLOW, G, TED.

NEW ORLEANS SAINTS SUB RUN GAME

66/67 STRETCH U FORCE

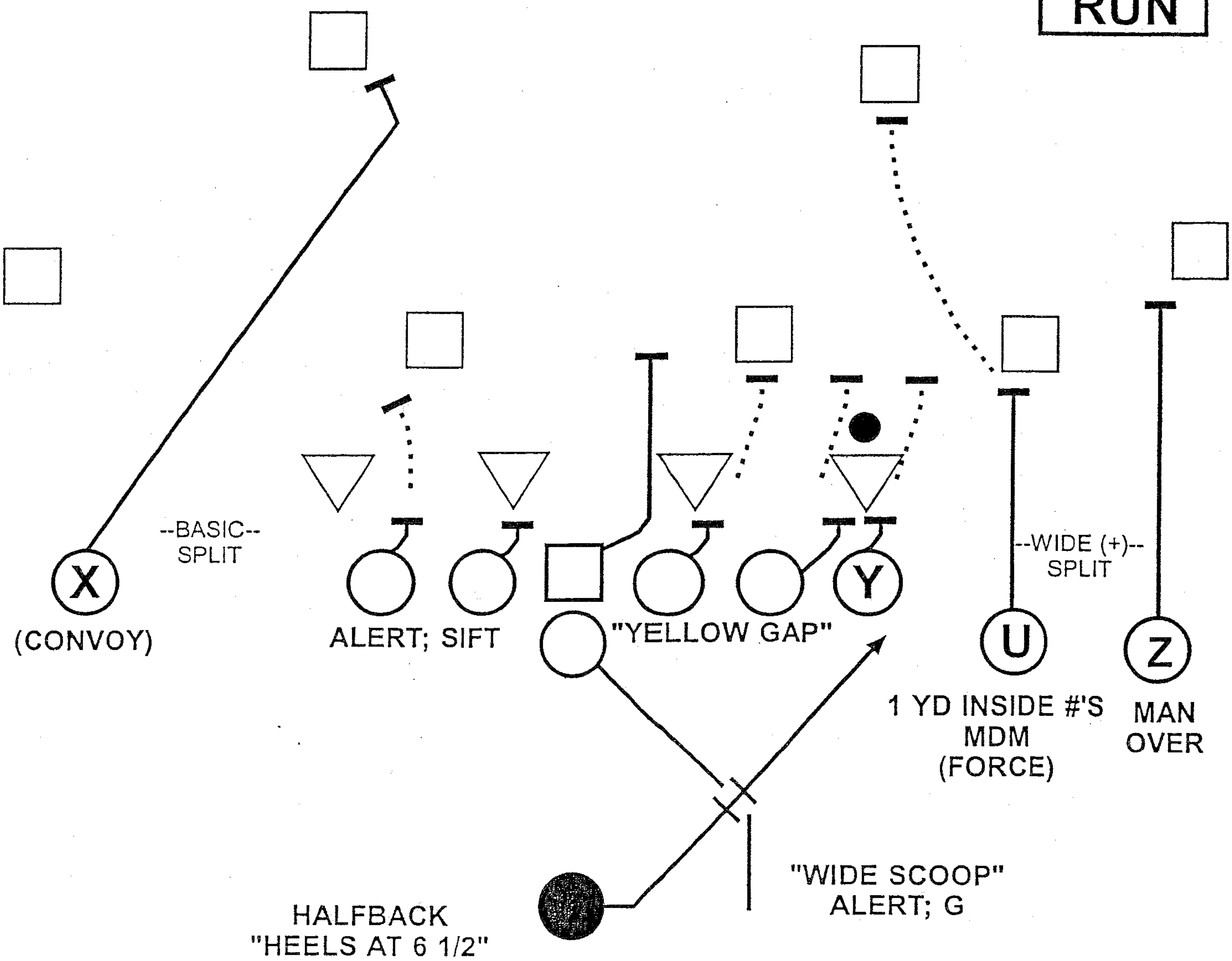
DEFENSE: N42

TIGER
TRIP RIGHT (LEFT)
66 (67) STRETCH U FORCE "X KEY"

*ALERT: RED OVER-65/64 O.P.
"RIP/LIZ"
"RALPH/LARRY"

NO ORGIN
SHIFT

BOX RULE RUN



TE RULES!!

QB/HB: STRONGSIDE "WIDE B GAP" EXCHANGE! QB, GET THE BALL TO THE HB ON HIS COURSE!!

Y - BLOCK #3. ALERT; WIDE SCOOP, JACK, TEAM, TRIPLE, OUT, ORANGE/YELLOW, G, TED.

NEW ORLEANS SAINTS SUB RUN GAME

66/67 STRETCH FB FORCE

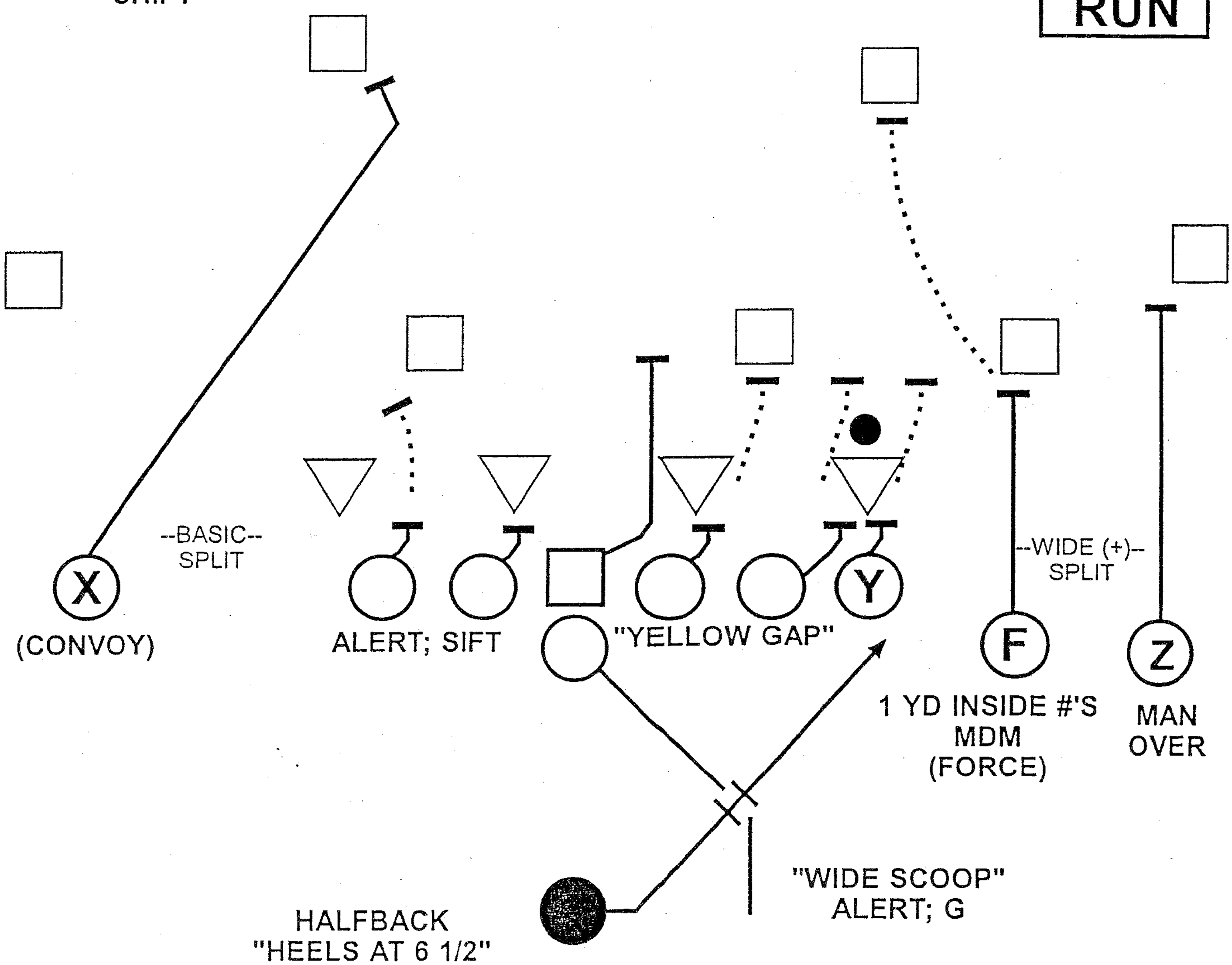
DEFENSE: N42

PRO
UPPER RIGHT (LEFT)
66 (67) STRETCH FB FORCE "X KEY"

*ALERT: RED OVER-65/64 O.P.
"RIP/LIZ"
"RALPH/LARRY"

BOX RULE RUN

NO ORGIN SHIFT



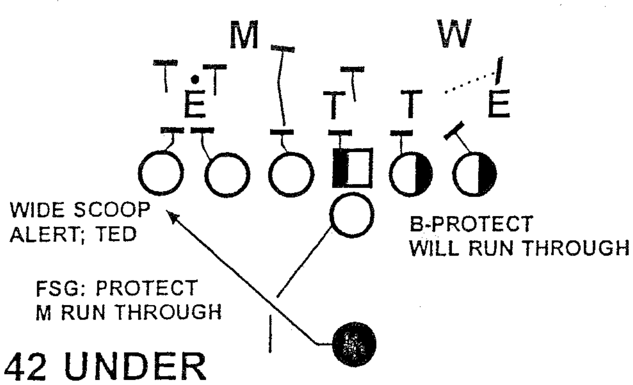
QB/HB: STRONGSIDE "WIDE B GAP" EXCHANGE! QB, GET THE BALL TO THE HB ON HIS COURSE!!

TE RULES!!

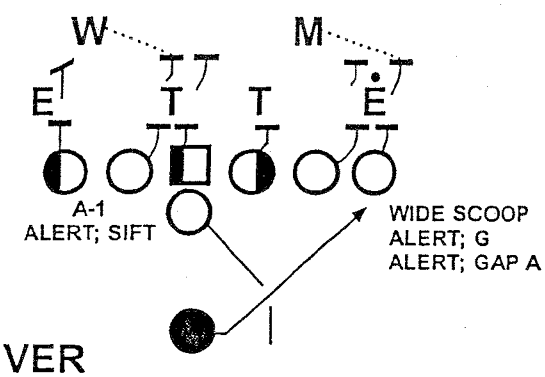
Y - BLOCK #3. ALERT; WIDE SCOOP, JACK, TEAM, TRIPLE, OUT, ORANGE/YELLOW, G, TED.

NEW ORLEANS SAINTS SUB RUN GAME

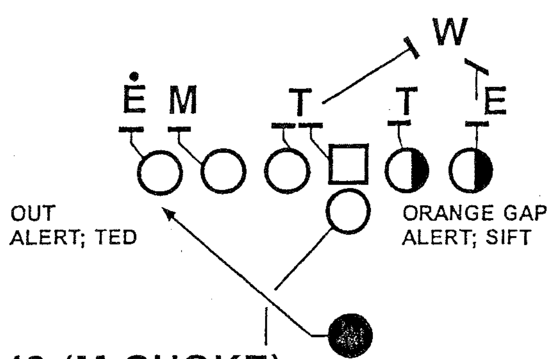
SERIES	PLAY	BASE FORMATIONS
SIXTIES	66 (67) STRETCH (FORCE)	WIDE (STRONG) <ZB> DIVIDE <TG>



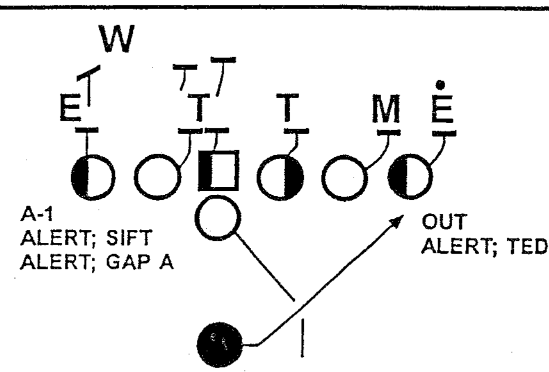
N42 UNDER



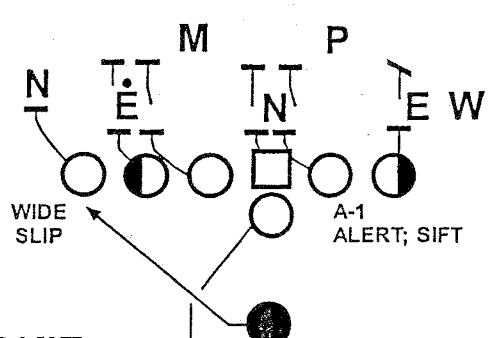
N42 OVER



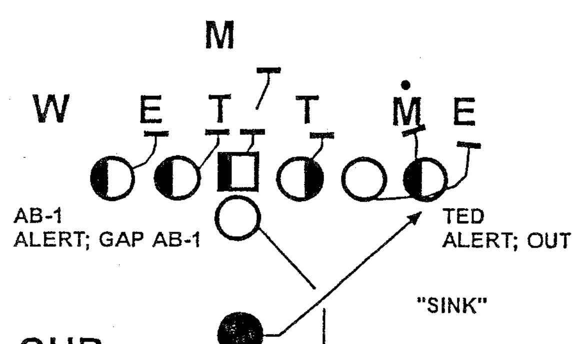
N42 (M CHOKE)



N42 OVER (M CHOKE)

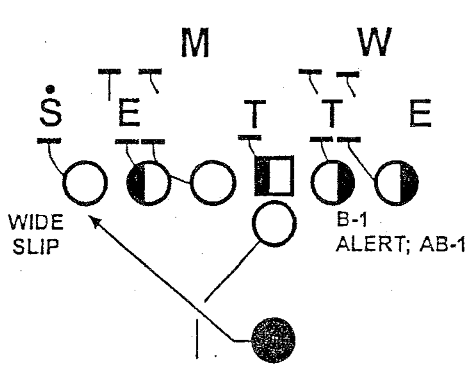


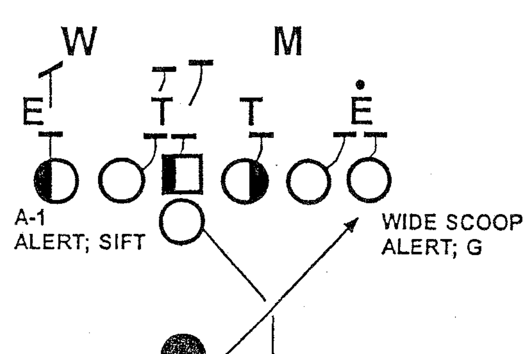
N33 OKIE



N42 CUB

REGULAR & TIGER DISPLACED RUNS





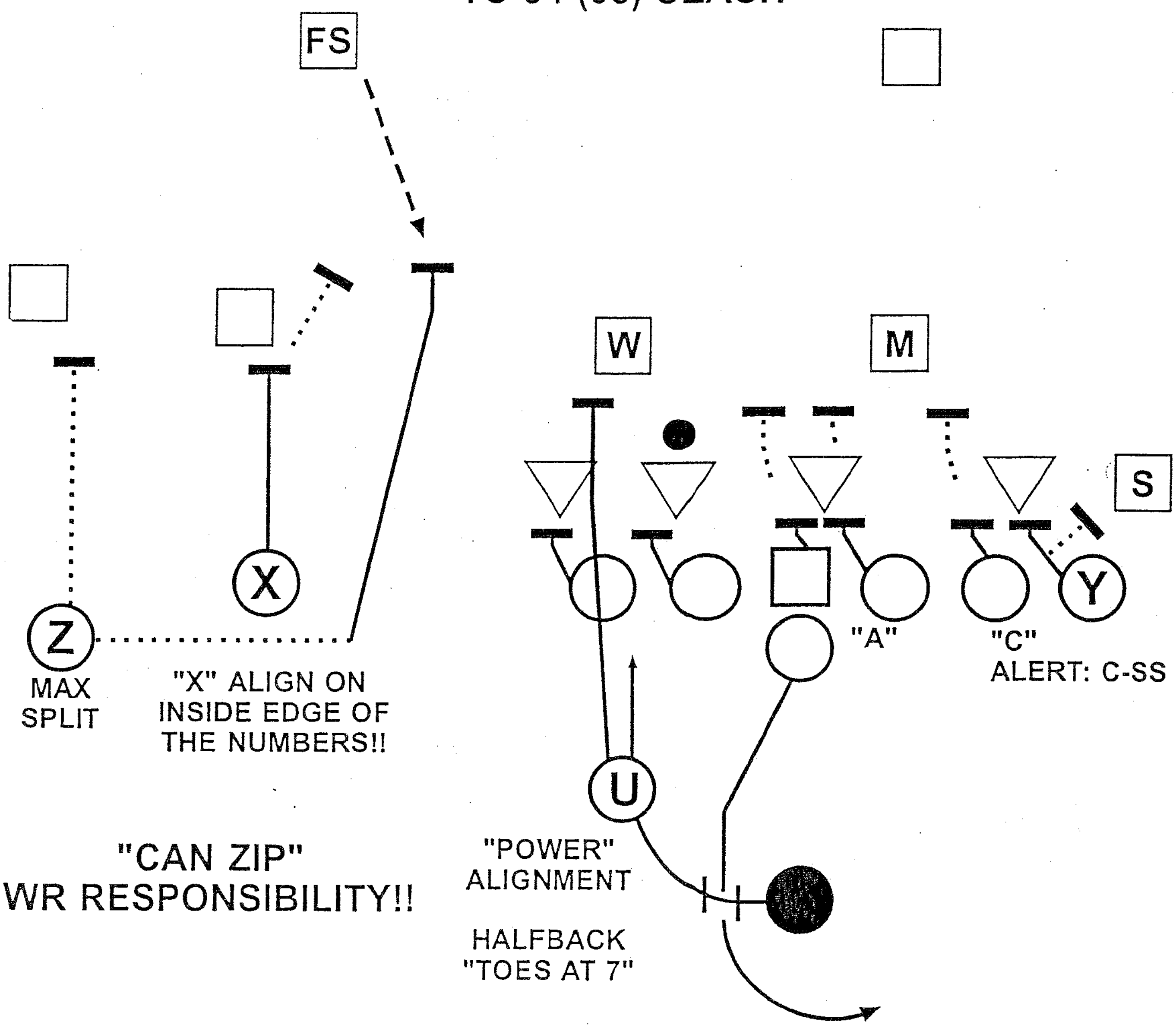
NEW ORLEANS SAINTS RUN GAME

** 95/94 BOB **

DEFENSE: 25

TIGER
"CAN ZIP" WOOL RIGHT (LEFT) FLOP
95 (94) BOB

*ALERT: "RED OVER"
TO 94 (95) SLASH



"CAN ZIP"
WR RESPONSIBILITY!!

QB/HB: WEAKSIDE "B" GAP
EXCHANGE, AS DEEP AS POSSIBLE!
QB RUN NAKED FAKE.

TE RULES!!

Y - BLOCK #3. ALERT; C, C-SS.
U - BLOCK #3. ALERT; ORANGE/YELLOW.
(ASSUME FB RESPONSIBILITIES)

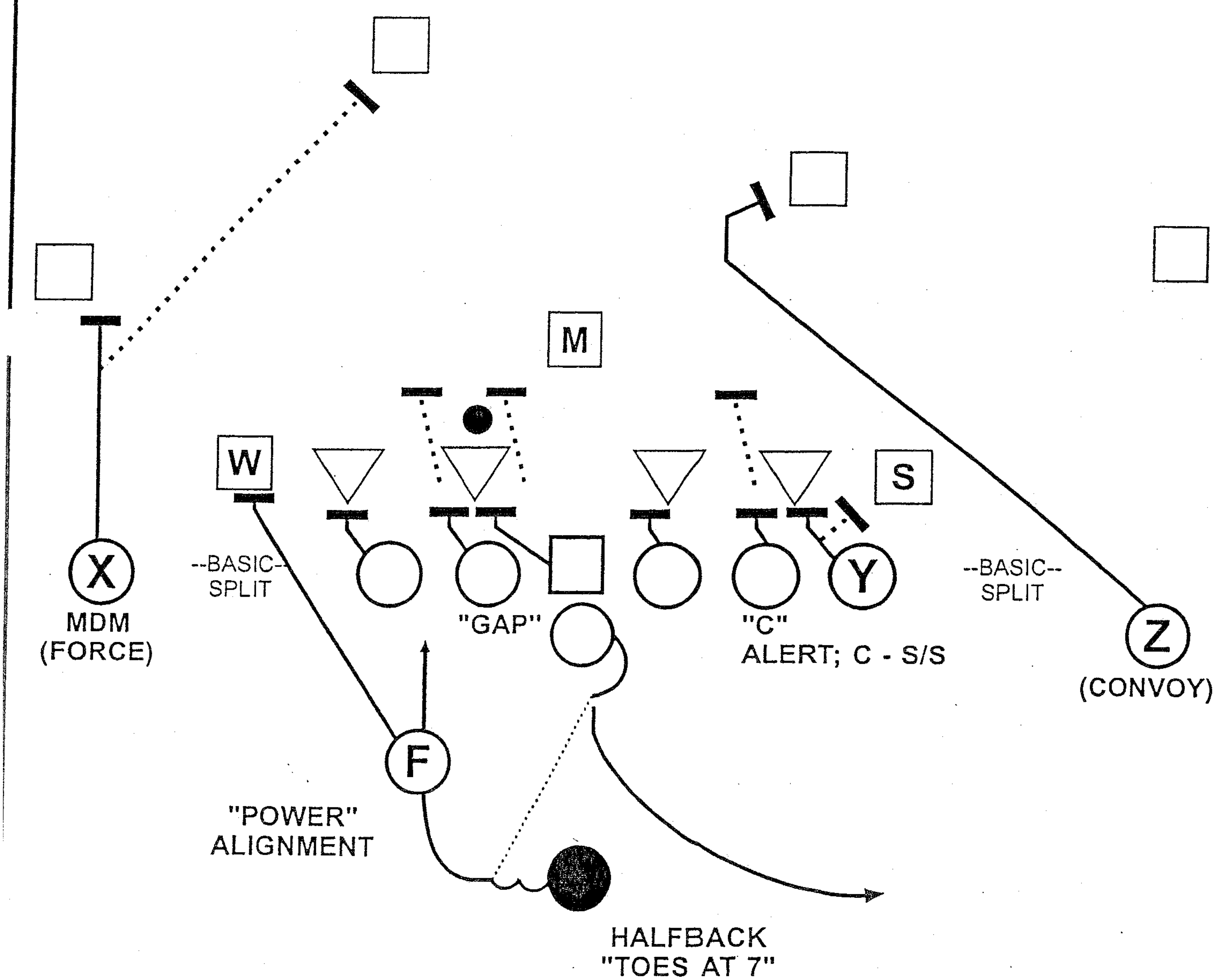
NEW ORLEANS SAINTS RUN GAME

** FLIP 95/94 BOB **

DEFENSE: 43

QUEEN RIGHT (LEFT)
FLIP 95 (94) BOB "Z KEY"

*ALERT: "RED OVER"
TO 94 (95) SLASH



QB/HB: WEAKSIDE "B" GAP TOSS
ANDMARK! QB DEAD PITCH ON THE BODY.

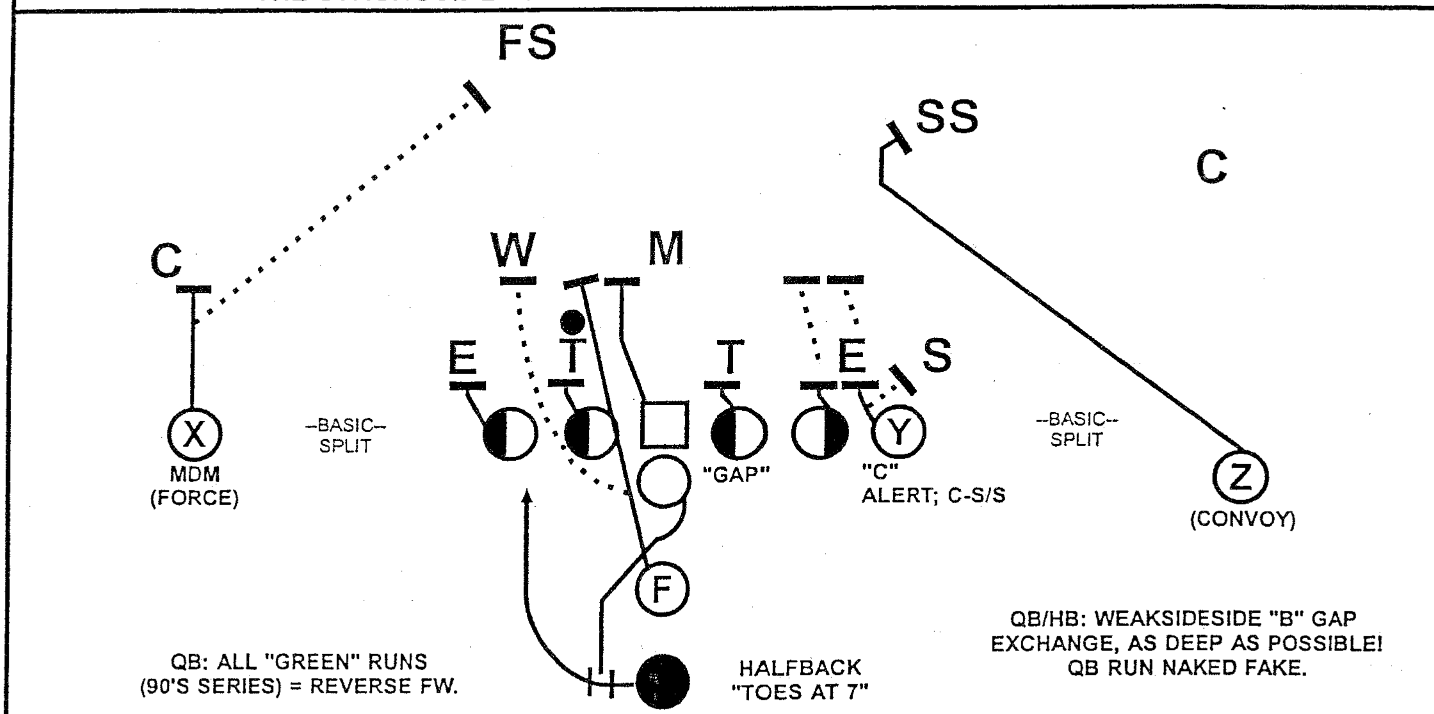
TE RULES!!

Y - BLOCK #3. ALERT; C, C-SS.
U - BLOCK #3. ALERT; ORANGE/YELLOW.
(ASSUME FB RESPONSIBILITIES)

NEW ORLEANS SAINTS RUN GAME

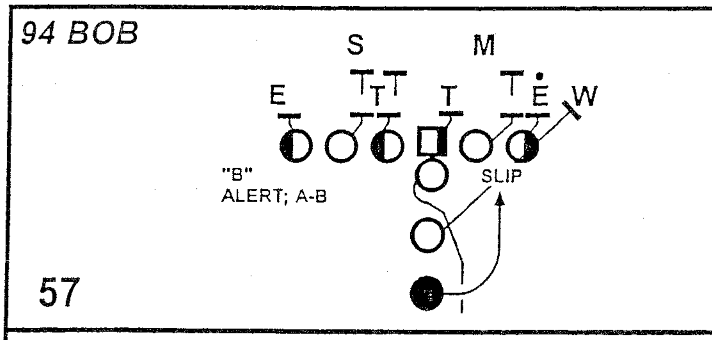
SERIES	PLAY	BASE FORMATIONS
NINETIES	95 (94) BOB FLIP 95 (94) BOB	GREEN QUEEN/WOOL (TG)

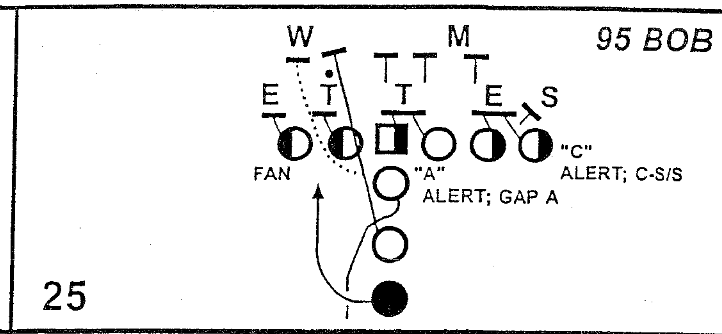
DESCRIPTION: WEAKSIDE INSIDE ZONE RUN SCHEME WITH OPTION HOLE RUNNING FOR THE BALL CARRIER. THE POINT OF ATTACK IS THE WEAKSIDE "B GAP" TO THE STRONGSIDE "C GAP". THIS IS THE ORGIN OF THE WEAKSIDE RUN GAME!

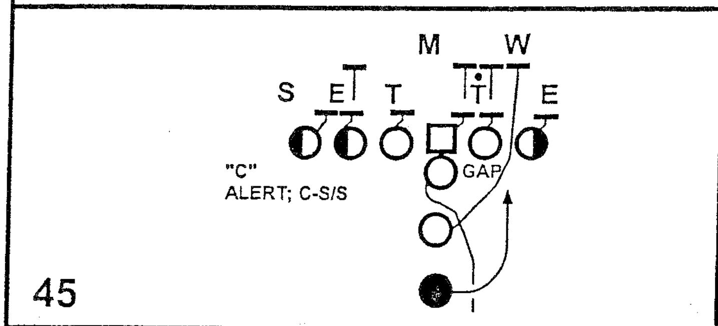


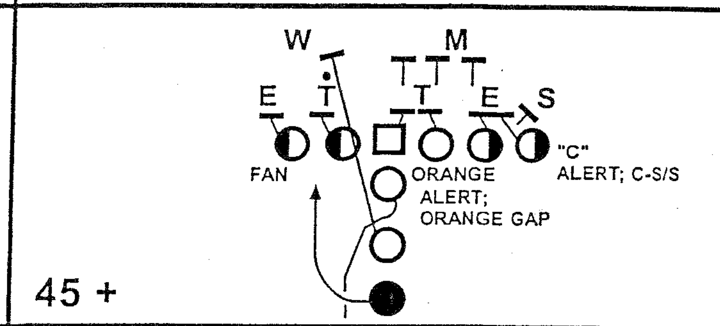
FB BLOCKING BACK	"GREEN" ALIGNMENT; HEELS AT 5 YARDS. IN A 3 POINT STANCE. "QUEEN" ALIGNMENT IS A "POWER" LOCATION BEHIND THE WEAKSIDE TACKLE. ACCELERATE WITH INSIDE/OUTSIDE APPROACH FOR THE "WILL" LBER- BOB BLOCK. LEAD STEP WITH NEAR FOOT AT THE "WILL" LBER. STRIKE THE DEFENDER THRU THE CYLINDER WITH YOUR EYES ON HIS INSIDE NUMBER. ALERT "FAN" CALL.
HB	BALL CARRIER: ALIGN TOES "7 YARDS" DEEP FROM THE L.O.S. (IF FLIP IS USED ALIGN TOES "7 YARDS" FROM THE L.O.S.) IN A 2 POINT STANCE.
FOOTWORK & COURSE:	USE OPEN CROSSOVER FOOTWORK TO GET SHOULDERS SQUARE ON THE 3RD STEP. THE SPRINT SPOT IS THE INSIDE LEG OF THE WEAKSIDE TACKLE.
DOT RUNNING:	WEAKSIDE GUARD COVERED = READ DEFENDER OVER THE GUARD. WEAKSIDE GUARD UNCOVERED = READ THE DEFENDER OVER THE TACKLE.
2ND LEVEL VISION:	PRESS THE HOLE TO SET THE MIKE LBER. DON'T MAKE THE CUT TO EARLY. NORTH & SOUTH OPTION HOLE RUNNING. FEEL THE FLOW OF THE DEFENSE AND ACCELERATE THE CREASE.

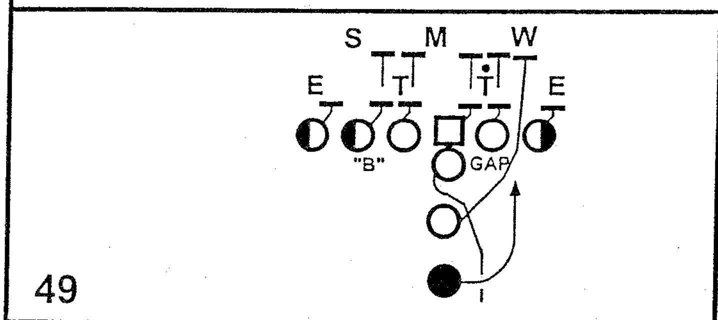
X	MDM: BLOCK FORCE (RUN SUPPORT) DEFENDER. SPRINT SHALLOW TO THE L.O.S.	BASIC SPLIT!
Z	CONVOY: TAKE HIGH HARD ANGLE TO THE FAR SAFETY (F/S), MOST LIKELY TO BLOCK S/S.	BASIC SPLIT!

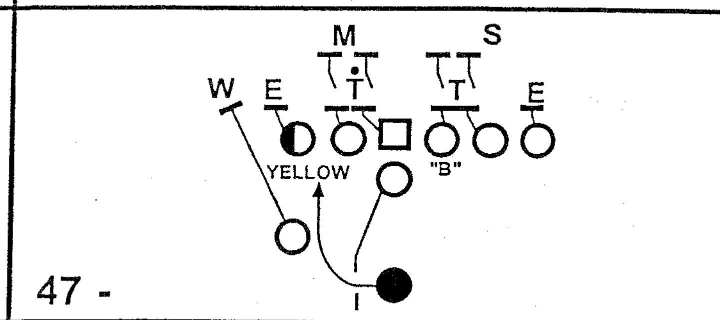

94 BOB
S
M
E
T
T
T
T
E
W
"B"
ALERT; A-B
SLIP
57

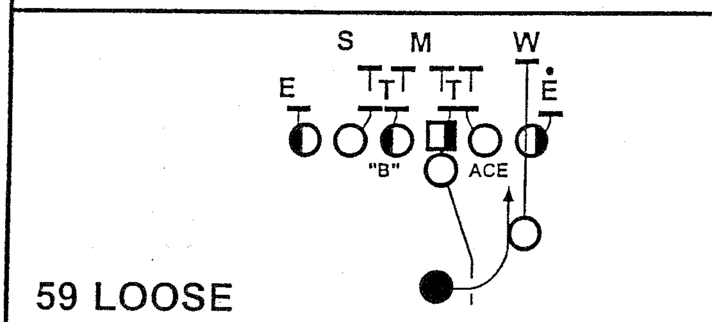

W
M
95 BOB
E
T
T
E
S
FAN
"A"
ALERT; GAP A
"C"
ALERT; C-S/S
25

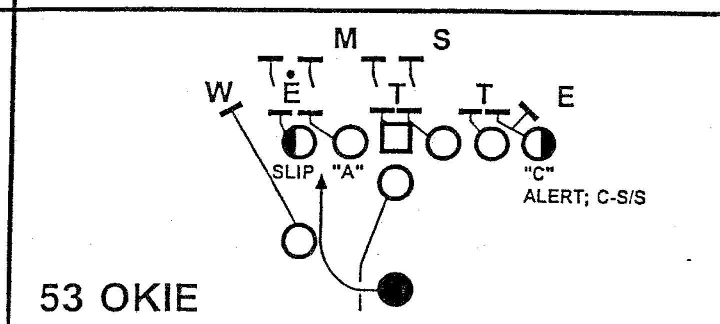

M
W
S
E
T
T
E
"C"
ALERT; C-S/S
GAP
45

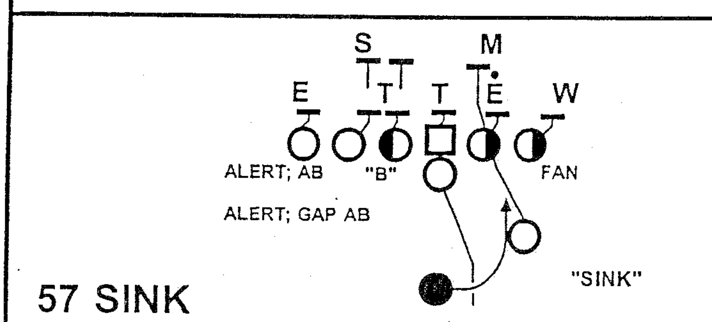

W
M
E
T
T
E
S
FAN
ORANGE
ALERT;
ORANGE GAP
"C"
ALERT; C-S/S
45 +

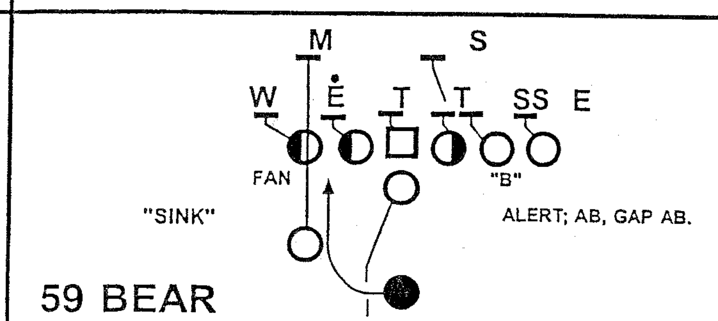

S
M
W
E
T
T
E
"B"
GAP
49

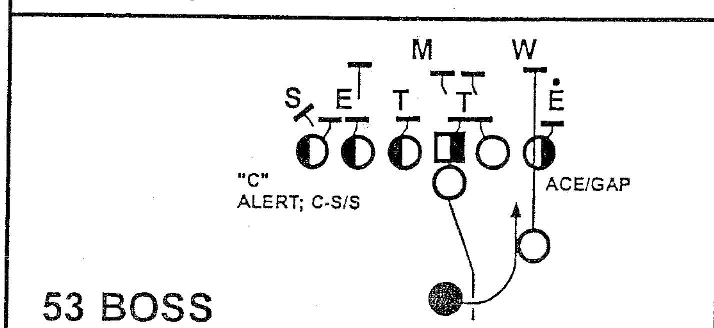

M
S
W
E
T
T
E
YELLOW
"B"
47 -

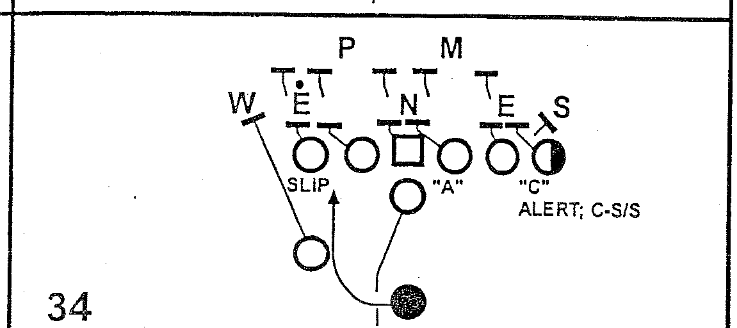

S
M
W
E
T
T
E
"B"
ACE
59 LOOSE


M
S
W
E
T
T
E
SLIP
"A"
"C"
ALERT; C-S/S
53 OKIE


S
M
E
T
T
E
W
ALERT; AB
"B"
FAN
ALERT; GAP AB
"SINK"
57 SINK


M
S
W
E
T
T
SS
E
FAN
"B"
"SINK"
ALERT; AB, GAP AB.
59 BEAR


M
W
S
E
T
T
E
"C"
ALERT; C-S/S
ACE/GAP
53 BOSS


P
M
W
E
N
E
S
SLIP
"A"
"C"
ALERT; C-S/S
34

NEW ORLEANS SAINTS RUN GAME

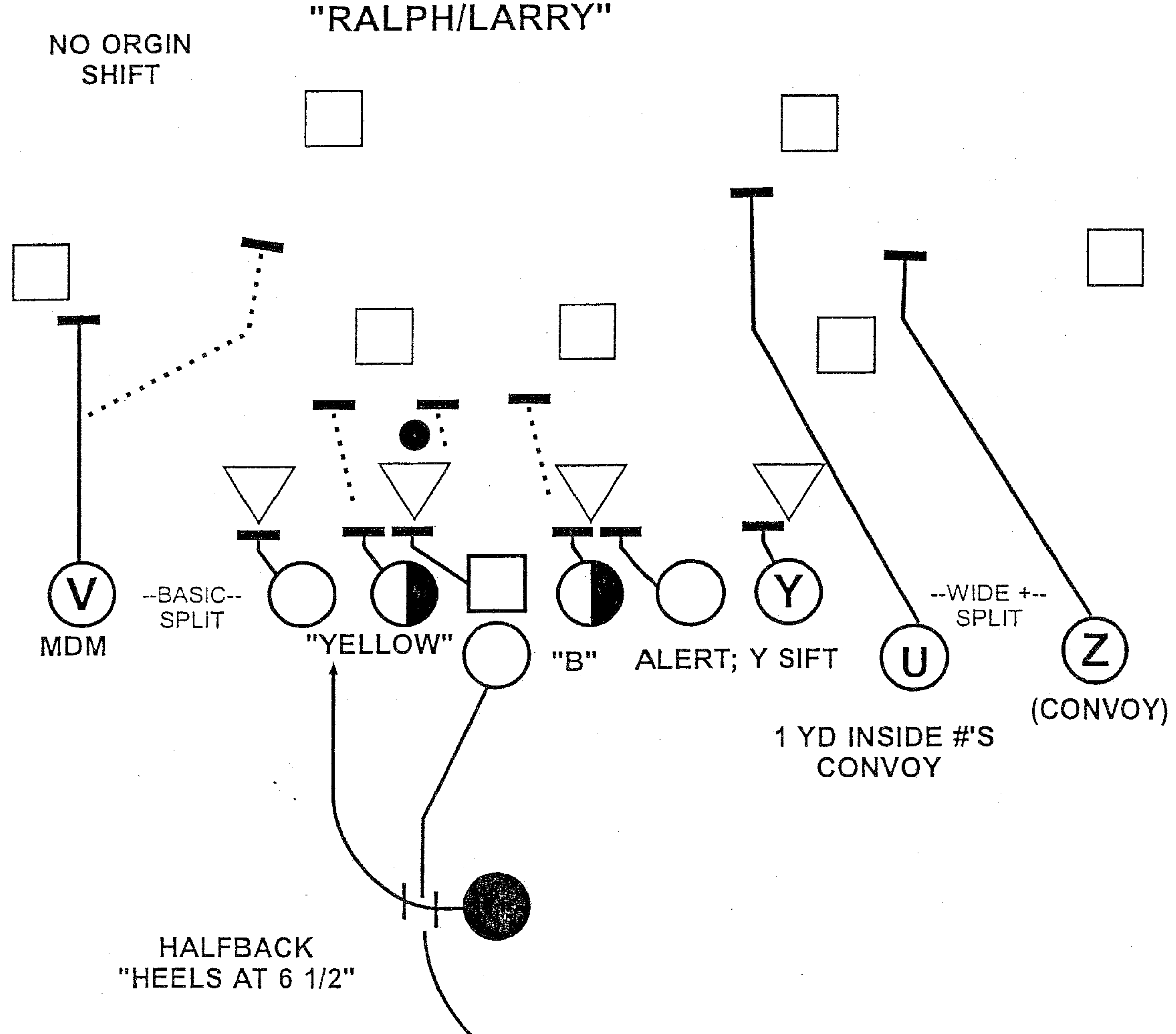
** 65/64 O. P. **

DEFENSE: 49

TRIO
BEYOND TRIP RIGHT (LEFT)
(TOSS) 65 (64) O.P.

*ALERT: RED OVER-66/67 STRETCH U FORCE
"RIP/LIZ"
"RALPH/LARRY"

BOX RULE RUN



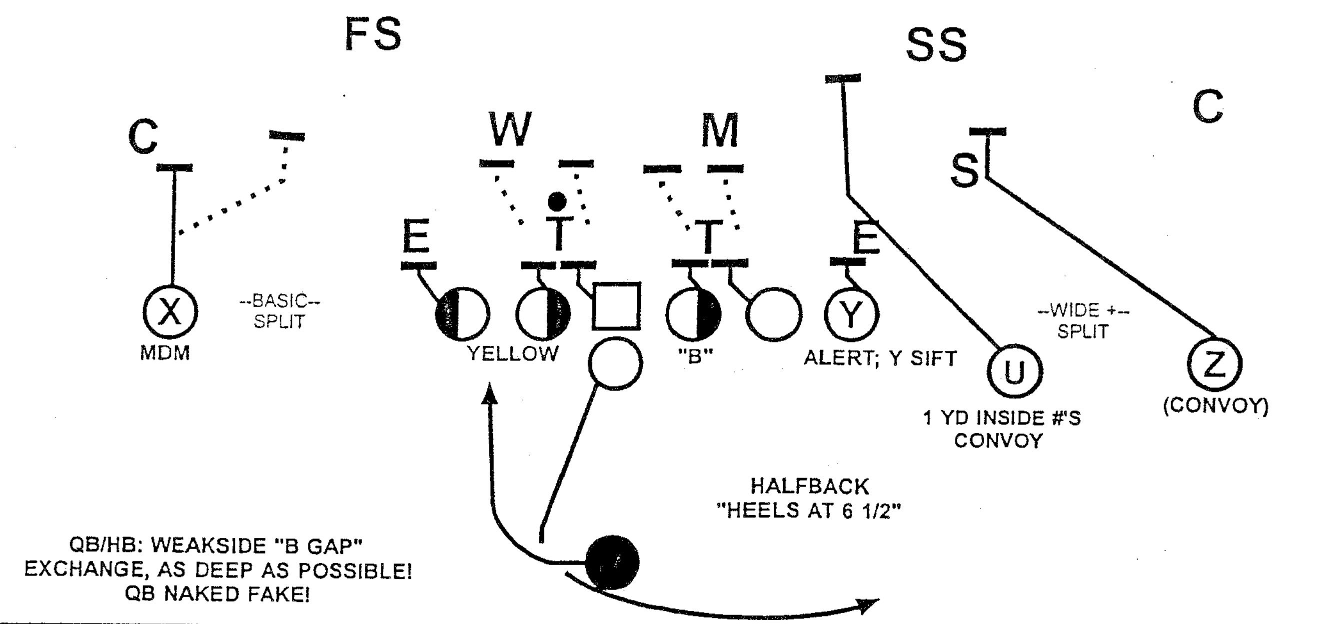
QB/HB: WEAKSIDE "B" GAP
EXCHANGE, AS DEEP AS POSSIBLE!
QB NAKED FAKE!!

TE RULES!!

Y - BLOCK #3. ALERT; C, C-SS, Y-SIFT, OUT.

NEW ORLEANS SAINTS SUB RUN GAME

SERIES	PLAY	BASE FORMATIONS
SIXTIES	65 (64) O.P.	TRIP <TG> UPPER <PRO> BEYOND TRIP <TRIO>



ONE BACK (FB)(HB)	BALL CARRIER: ALIGN 6 1/2 YARDS DEEP. USE OPEN CROSSOVER FOOTWORK TO GET YOUR SHOULDERS SQUARE ON THE 3RD STEP. THE SPRINT SPOT IS THE INSIDE LEG OF THE WEAKSIDE TACKLE. PRESS THE HOLE TO SET THE MIKE LBER. DON'T MAKE THE CUT TO EARLY. NORTH & SOUTH OPTION HOLE RUNNING. FEEL THE FLOW OF THE DEFENSE AND ACCELERATE THE CREASE.	
U/H	CONVOY SPRINT SHALLOW TO THE L.O.S.	
Y	BLOCK #3. ALERT; C, C-SS, Y-SIFT, OUT.	
X	BLOCK MDM (CORNER).	BASIC SPLIT!
Z	CONVOY: TAKE HIGH HARD ANGLE TO THE FAR SAFETY (FS), MOST LIKELY TO BLOCK THE SS.	WIDE + SPLIT!
ONSIDE TACKLE	BLOCK #2. ALERT; SLIP, GAP, ORANGE/YELLOW.	
ONSIDE GUARD	BLOCK #1. ALERT; GAP, SLIP, ORANGE/YELLOW.	
CENTER	BLOCK ZERO. ALERT; GAP, A, AB, GAP AB, ORANGE/YELLOW.	
OFFSIDE GUARD	BLOCK #1. ALERT; A, AB, B, GAP, AB.	
OFFSIDE TACKLE	BLOCK #2. ALERT; B, C, C-SS, AB, GAP AB.	

NOTES:

2004 COACHING SESSIONS

TUESDAY, MAY 18, 2004

- 1 PRACTICE
- #1 AM (HELMETS)
- 1 MEETING (#1)

II. PROTECTIONS:

PLAY ACTION: NONE

FAKES:

FAKE 94 SLASH
[POSSIBLE: "BLACK 94"]
[HB: "ALERT TOM"]

(PICK) FAKE 94 BOB (JACK)
[POSSIBLE: "BLACK 94 (BOB)"]
[HB: ALERT TOM "TITE" LOOK]

PASS 394 (BOB)
[POSSIBLE: "BLACK 94"]
[QB: HAS #4 STRONG/WEAK]

PASS 95/94 BOB (JACK)
[HB: ALERT TOM #4 PROBLEM]

PASS 34 BOB
[POSSIBLE: "BLACK 94 (BOB)"]
[FB: ALERT TOM IMMEDIATE #4]

PASS 364 (O.P.)
[POSSIBLE: "BLACK 94"]
[QB: HAS #4 STRONG/WEAK]

PASS 65 O.P.
[POSSIBLE: "RIP"/"LIZ" = 200/300 JET]
[HB: ALERT TOM #4 PROBLEM]

PASS 396/397 (POWER)

PASS 367 (P.S.)
[QB: HAS #4 STRONG/WEAK]

QB MOVEMENT: NONE

2004 COACHING SESSIONS

TUESDAY, MAY 18, 2004

- **1 PRACTICE**
- **#1 AM (HELMETS)**
- **1 MEETING (#1)**

III. SCREENS:

2/3 JET SCREEN LT/RT TO HB — *[SOLO]* (FAR) WEST <TG>
KING (RED) <RG> <PRO>

IV. DECEPTIVE:

95/94 BOB X AROUND RT/LT — QUEEN FLOP <RG>

65/64 (O.P.) X AROUND RT/LT — *[SOLO]* DIVIDE "X SHORT" <TG>
[QB POINT @ FORCE]

V. CADENCE:

PUTTING THE BALL IN PLAY — **{PAGE 201}**

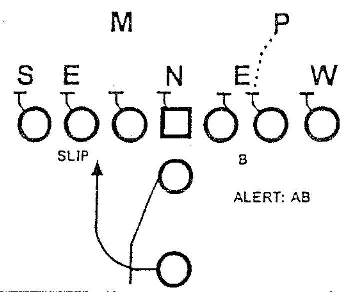
A. ON ONE

B. FIRST HUT

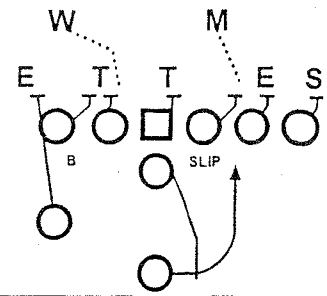
C. DUMMY FIRST SOUND

SERIES	PLAY	BASE FORMATIONS
FAKES	FAKE 94/95 SLASH FAKE 96/97 STRETCH	QUEEN <TIGER>

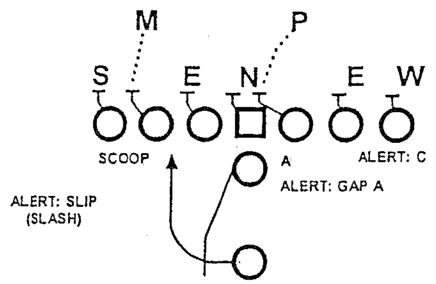
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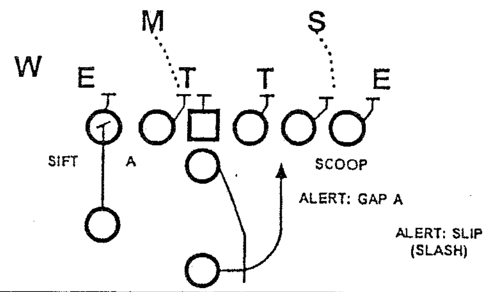
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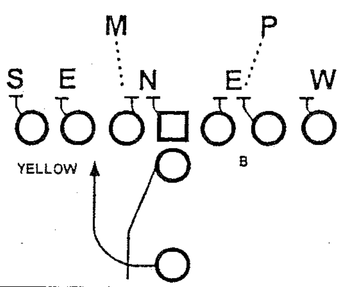
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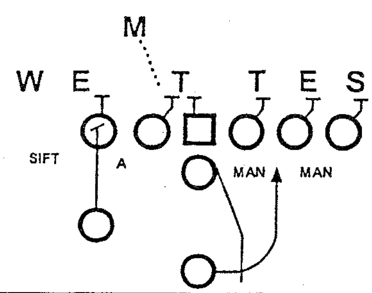
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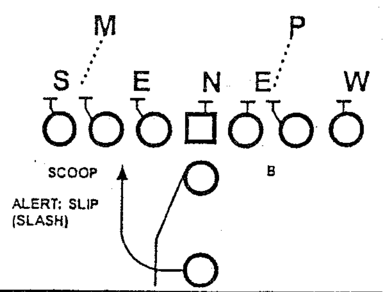
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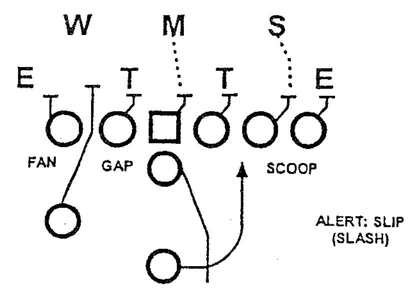
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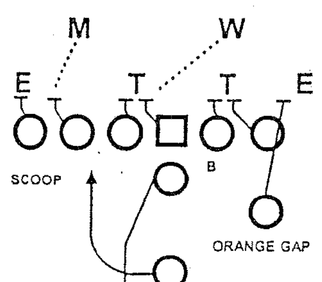
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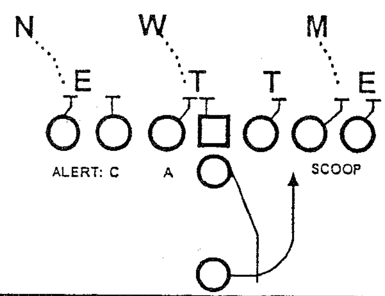
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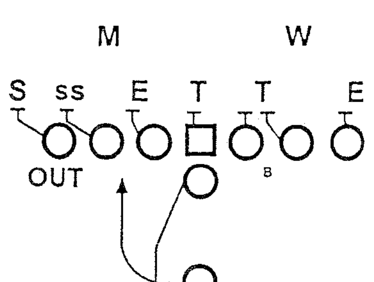
N42



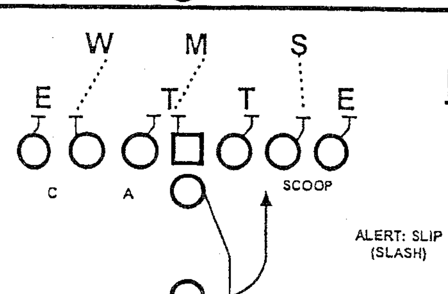
N42
OVER



29
BEAR

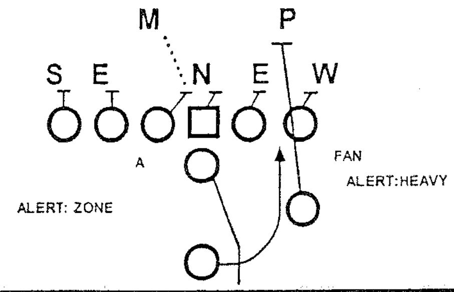


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LOOSE

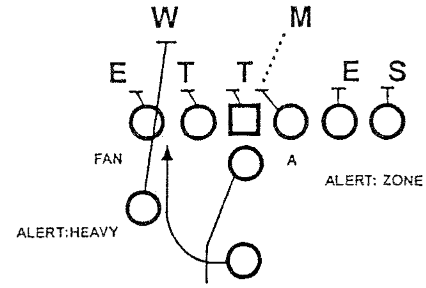


SERIES	PLAY	BASE FORMATIONS
FAKES	(PICK) FAKE 95/94 BOB (JACK)	QUEEN // GREEN

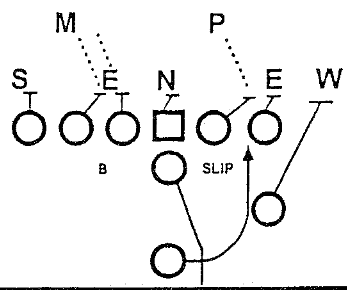
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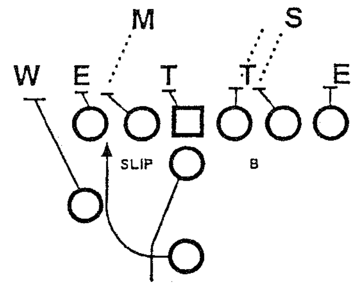
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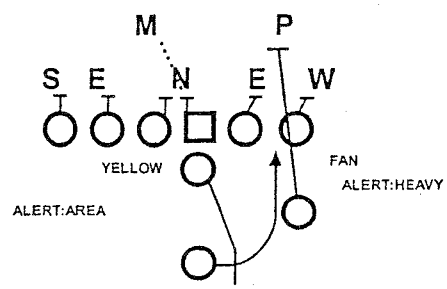
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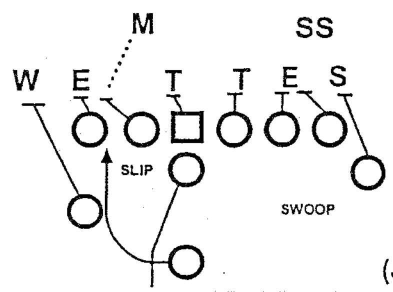
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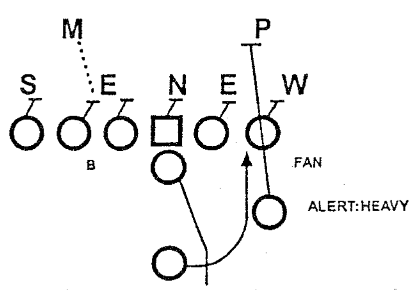
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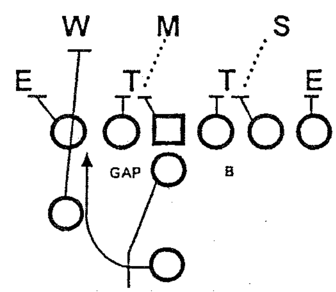
(JACK)

39

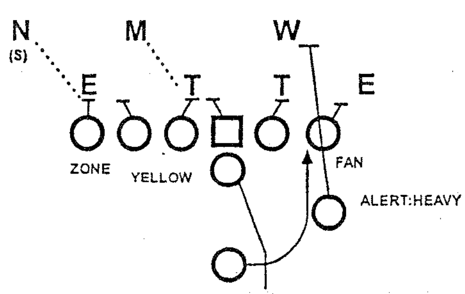
SINK



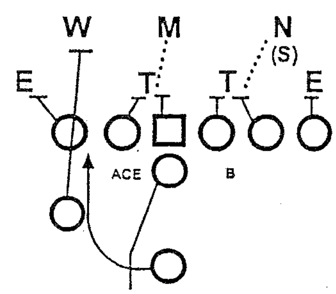
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N42

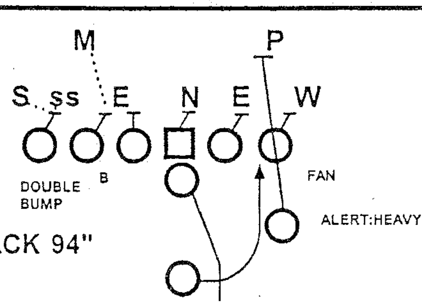


N42 OVER



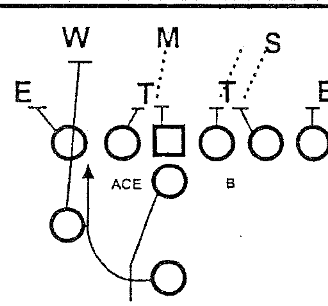
29 BEAR

SINK



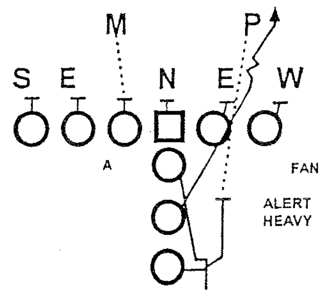
ALERT; "BLACK 94"

59 LOOSE

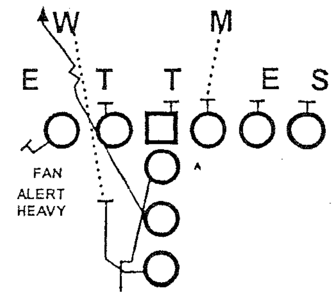


SERIES	PLAY	BASE FORMATIONS
FAKES	PASS 395 / 394 (BOB) // PASS 34 BOB PASS 95 / 94 BOB (JACK)	GREEN (SLOT) QUEEN (SLOT)

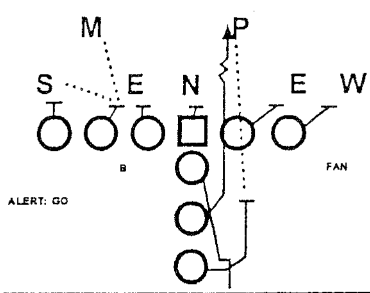
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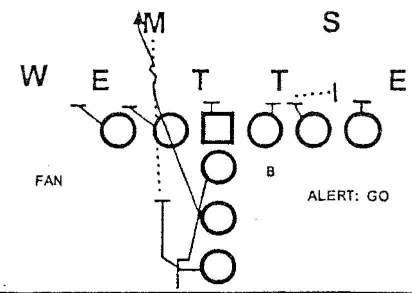
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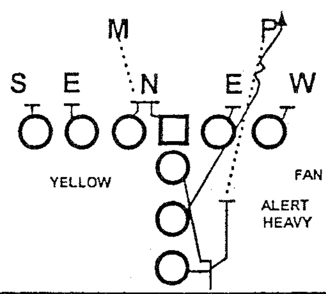
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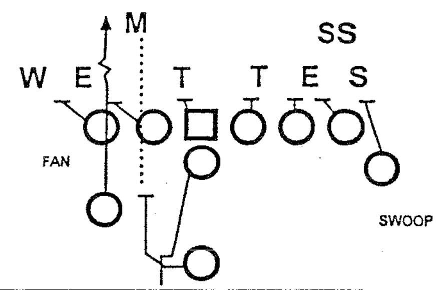
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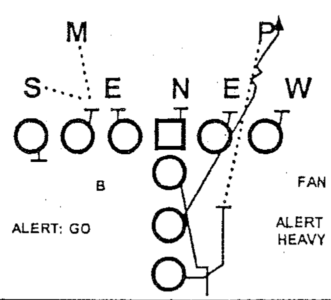
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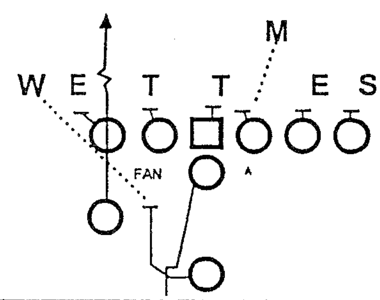
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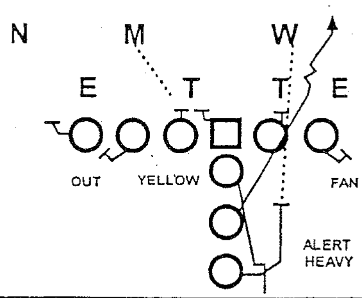
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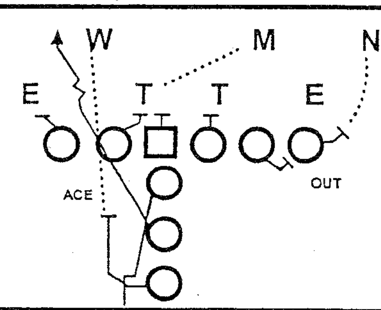
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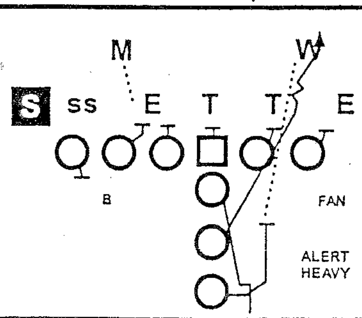
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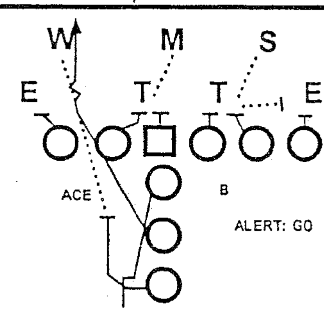
N42 OVER



29 BEAR

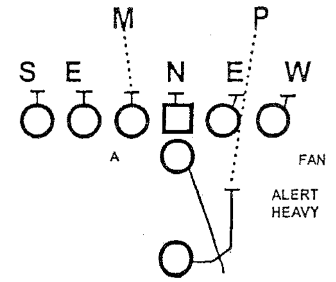


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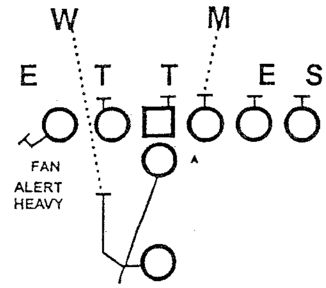


SERIES	PLAY	BASE FORMATIONS
FAKES	PASS 365 / 364 (O.P) PASS 65 / 64 (O.P.)	ONE BACK <TG>

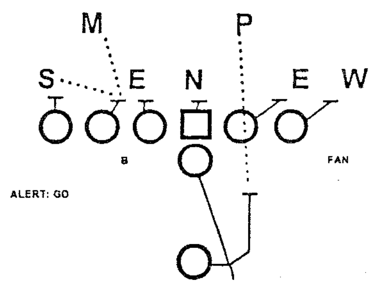
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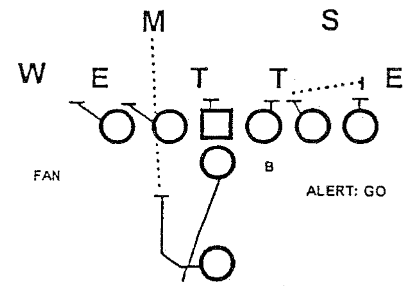
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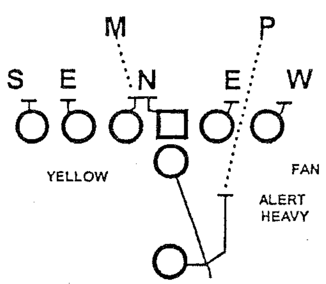
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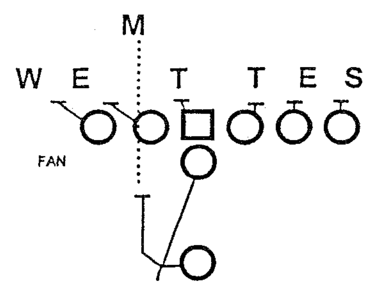
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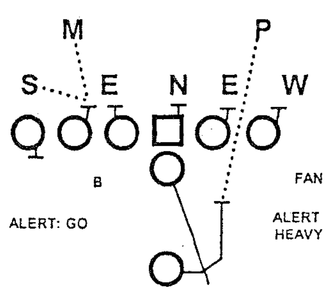
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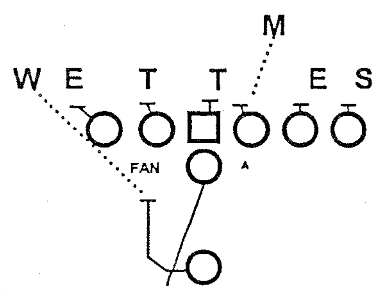
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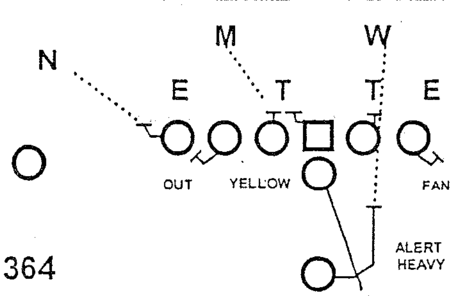
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23



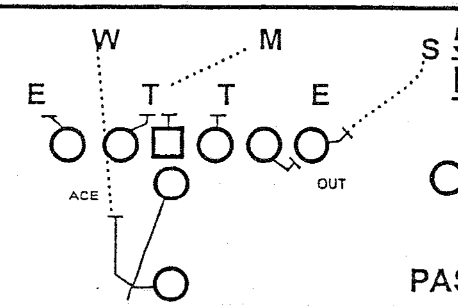
N42



QB HAS #4 WK

PASS 364

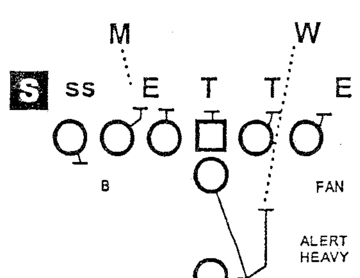
59 BOSS



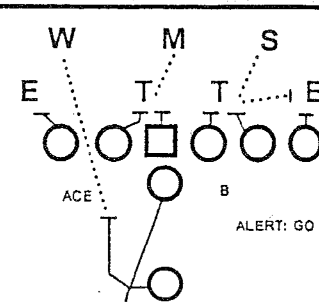
QB HAS #4 WK

PASS 365

29 BEAR

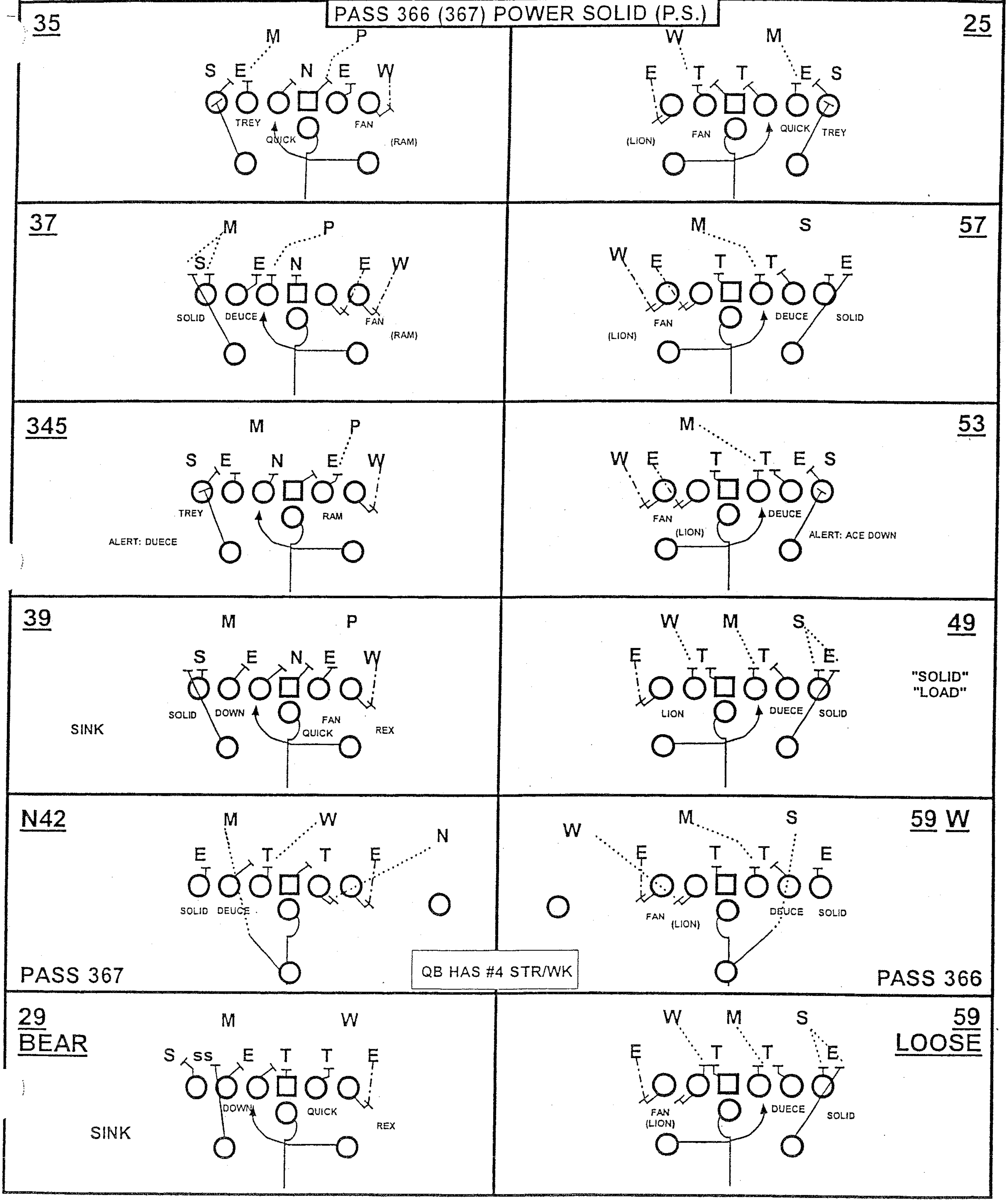


59 LOOSE



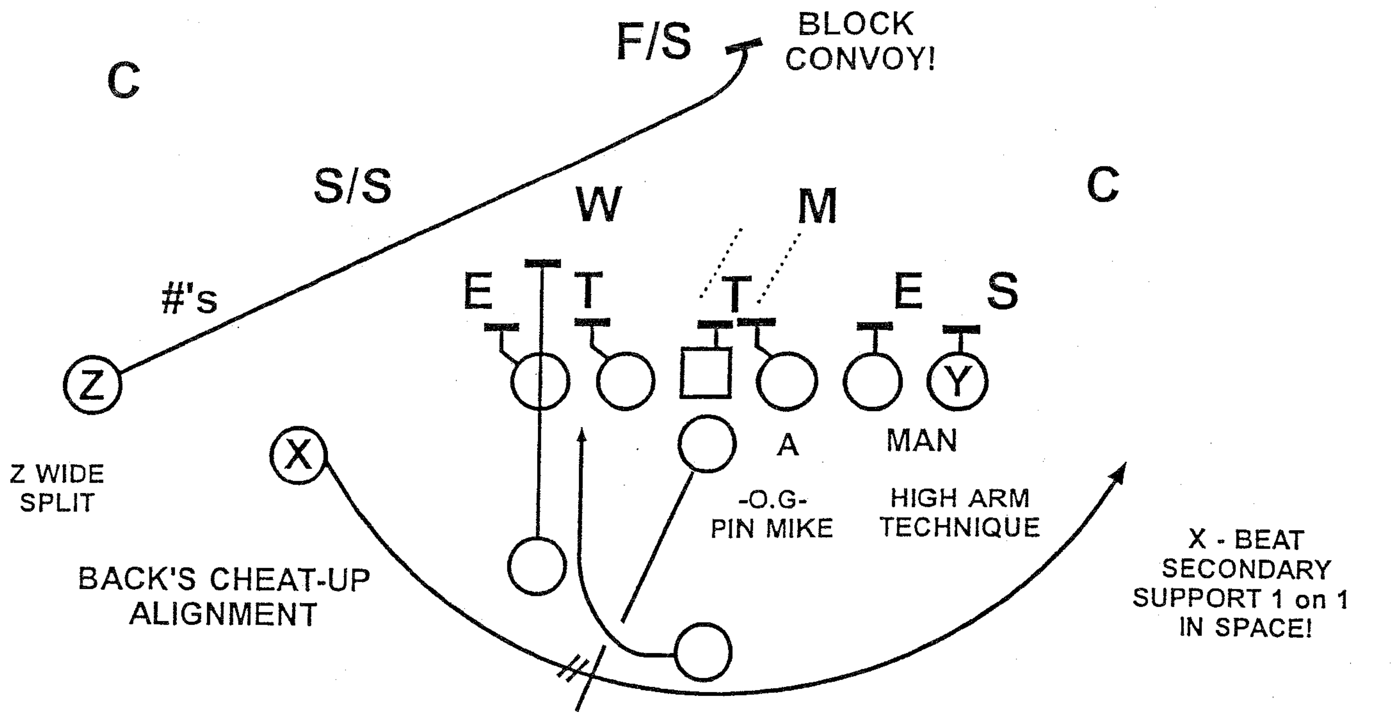
SERIES FAKES	PLAY	BASE FORMATIONS
	PASS 96 /97 (396/397) (POWER) PASS 366/367 (16/17) (POWER)	RED DIVIDE (TG)

PASS 366 (367) POWER SOLID (P.S.)



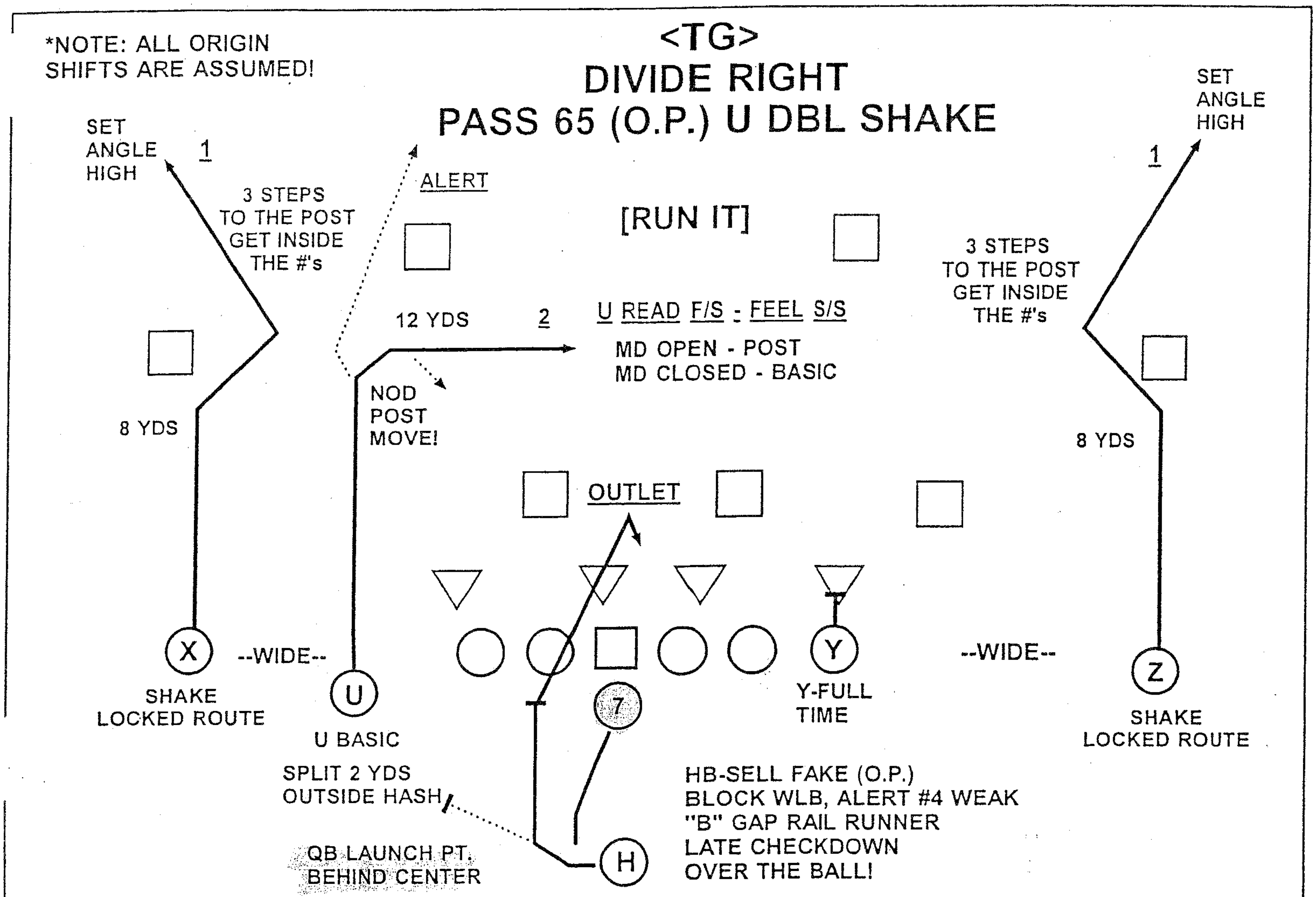
NEW ORLEANS SAINTS DECEPTIVES

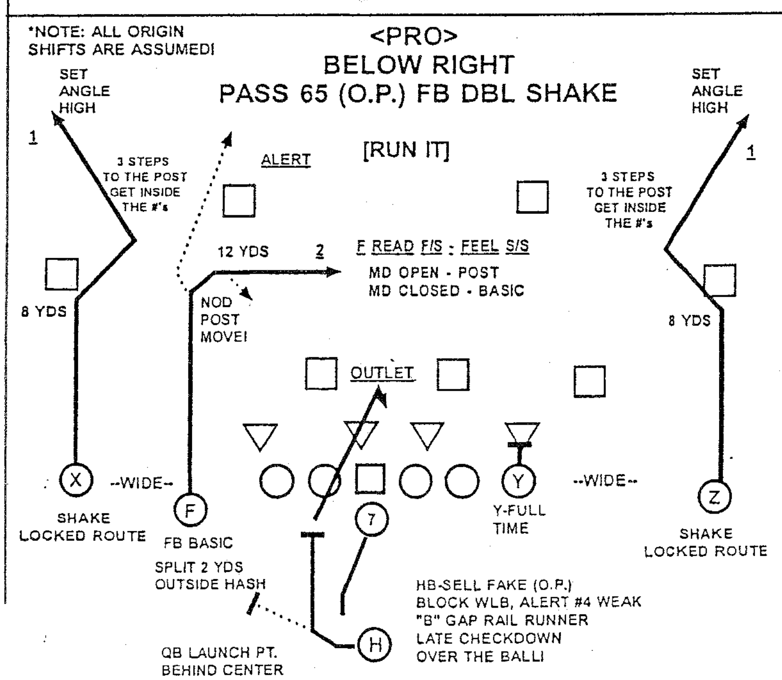
QUEEN RIGHT (LEFT) FLOP
95 (94) BOB "X" AROUND RT (LT)



X ALIGN- 3 YDS INSIDE #'S- MOVE WITH BALL

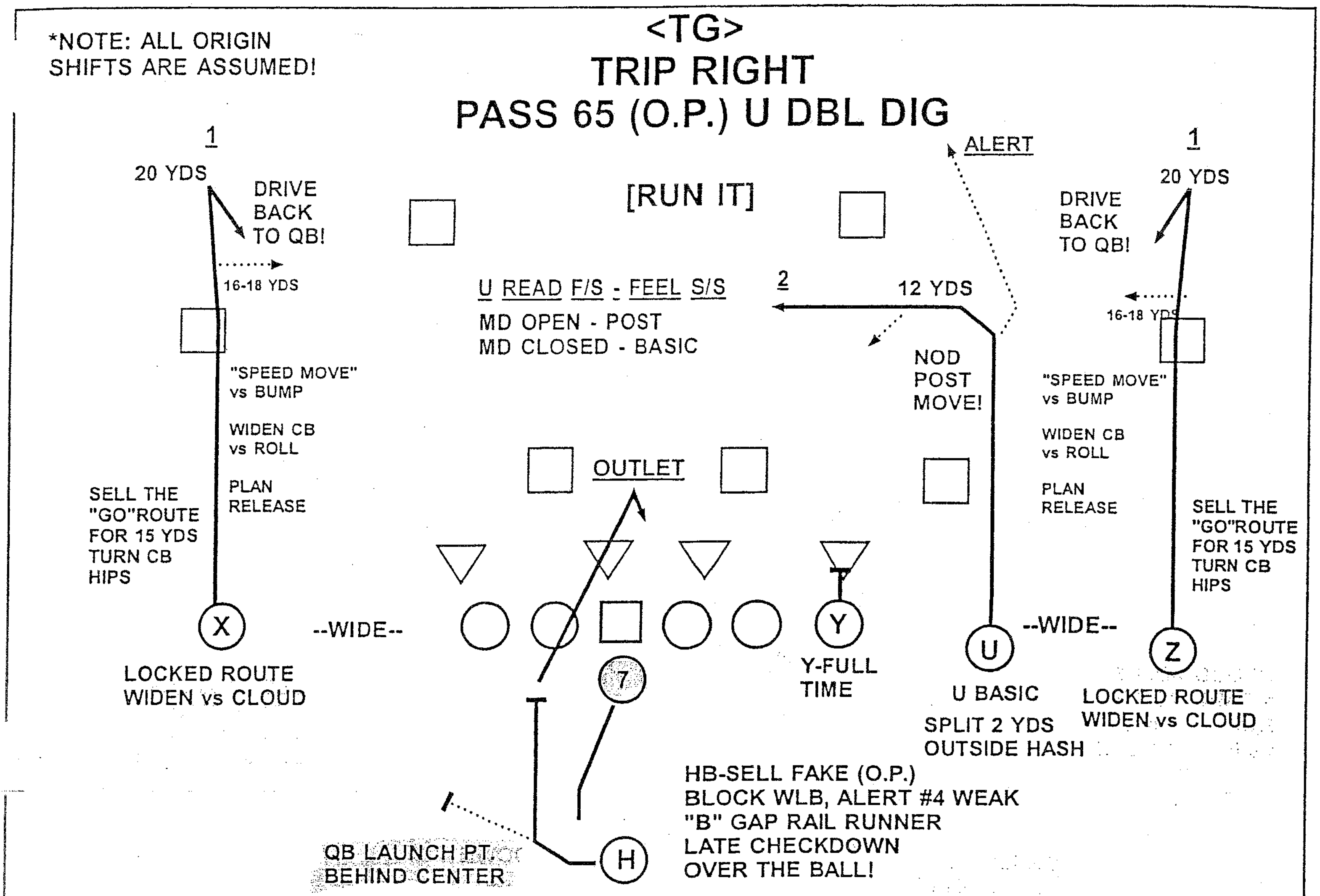
NEW ORLEANS SAINTS

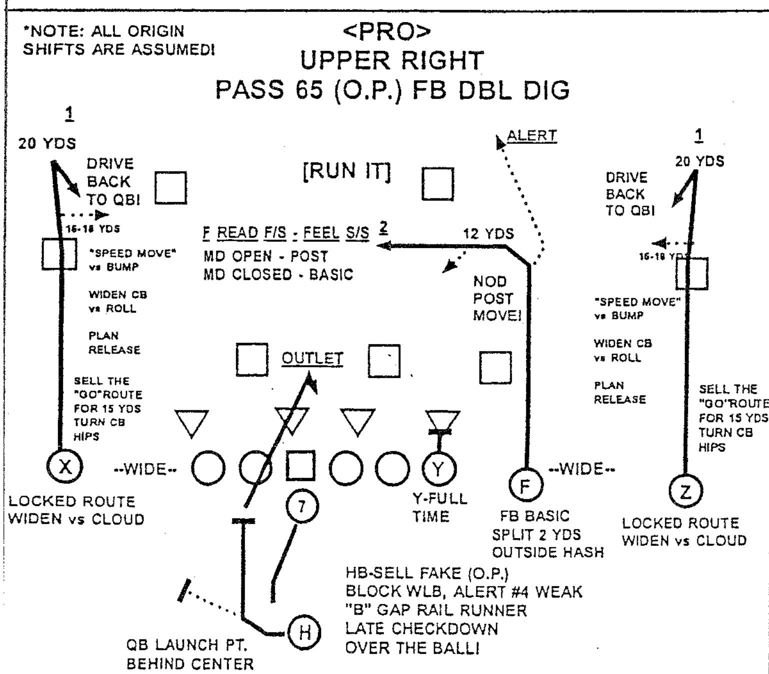


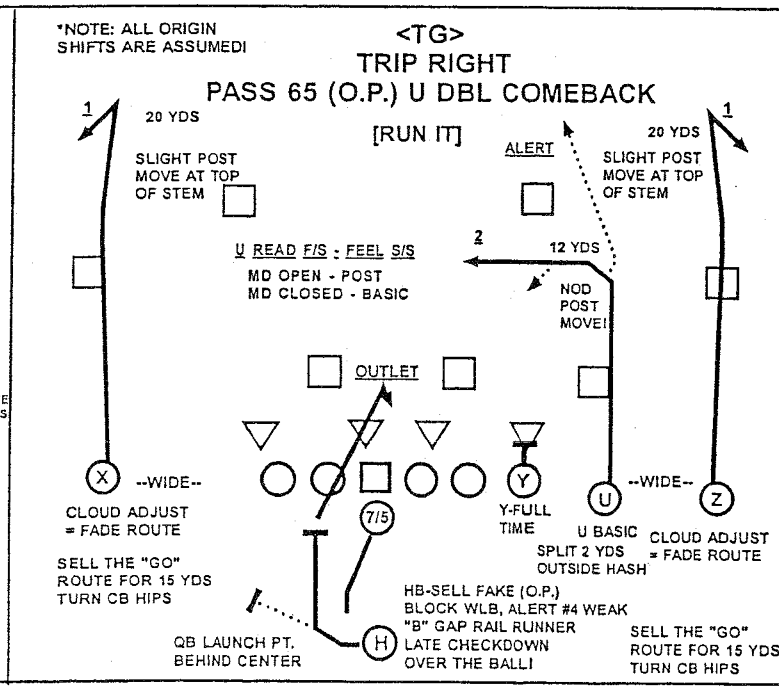


NOTES:

NEW ORLEANS SAINTS



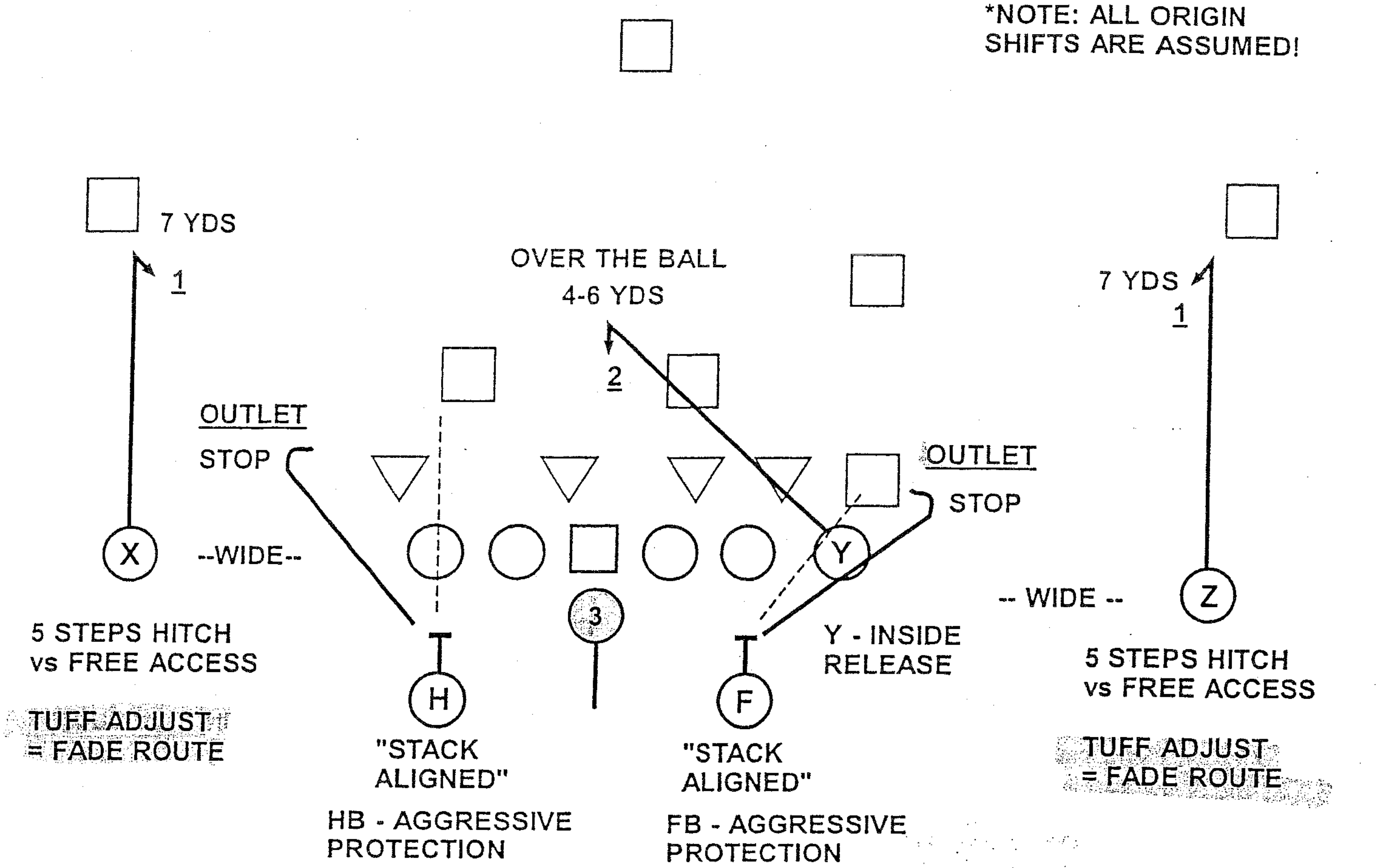




NOTES:

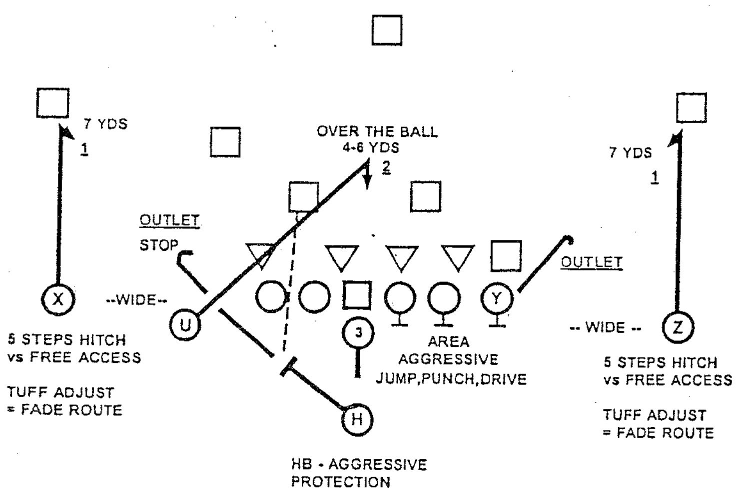
(TRADE) (TEAR) RED RIGHT (LEFT) (OFF) "CUT" 324 (325) HITCH

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



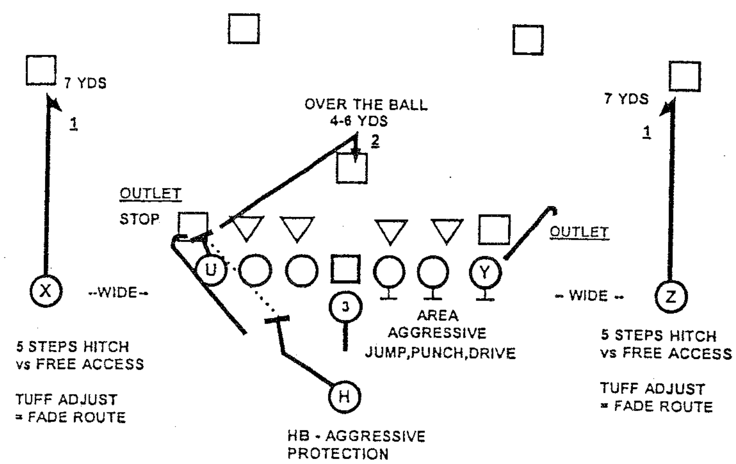
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<TIGER> DIVIDE RIGHT (LEFT) "CUT" 374 (375) HITCH



*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<TIGER> RIGHT (LEFT) "CUT" 374 (375) HITCH U SLAM

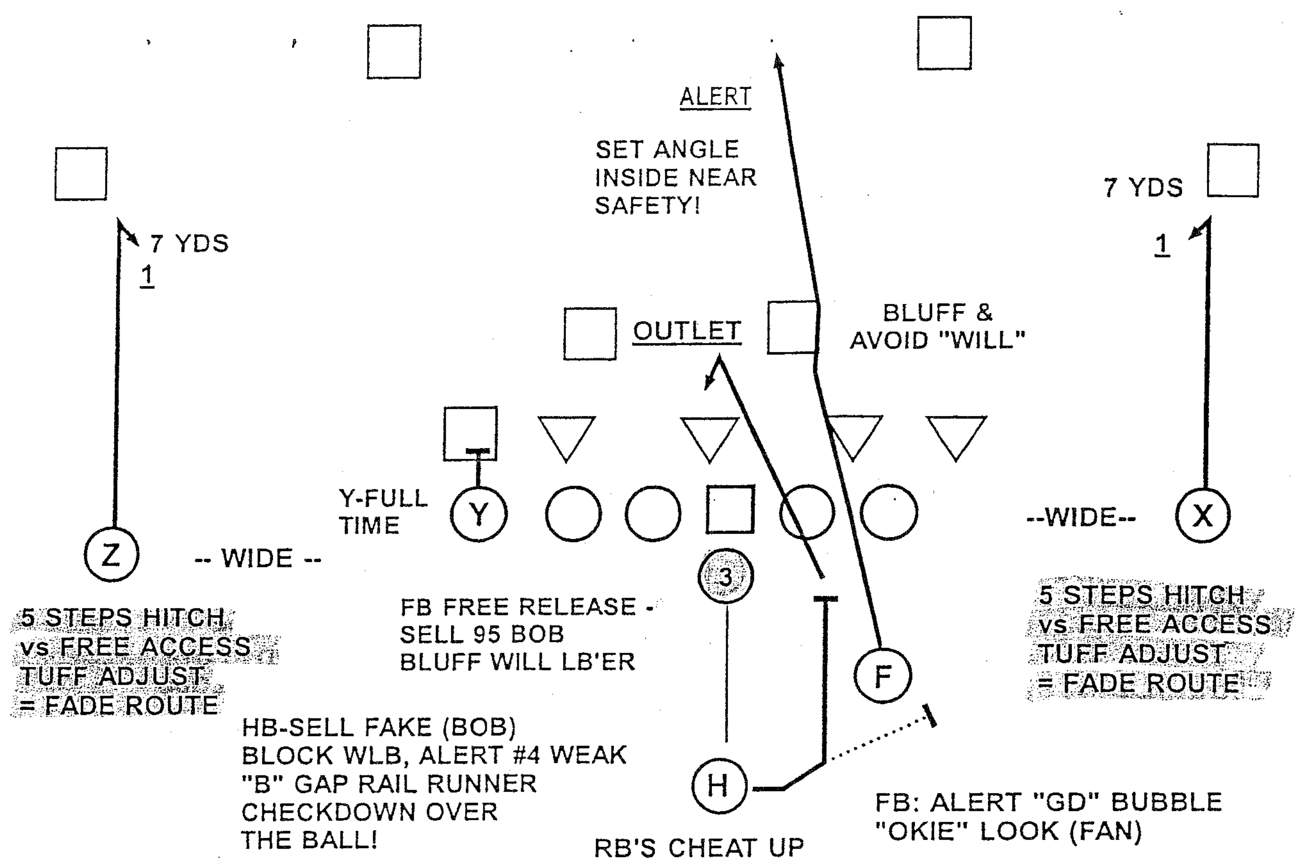


NOTES:

NEW ORLEANS SAINTS

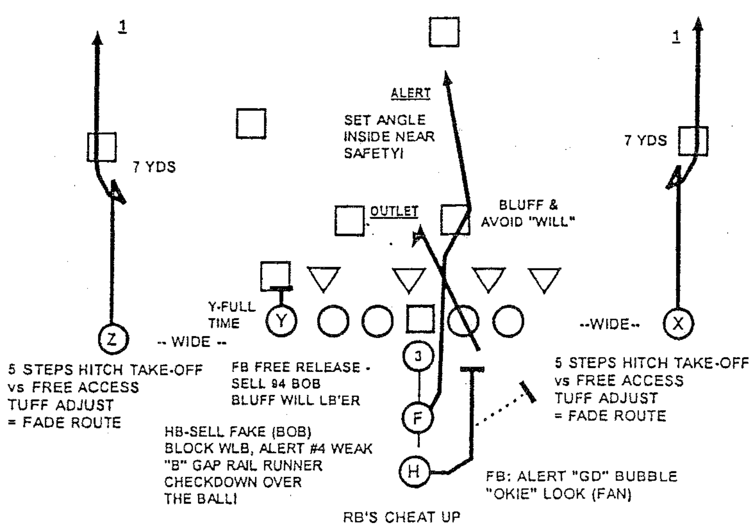
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

QUEEN LEFT
PASS 394 (BOB) BOTH HITCH



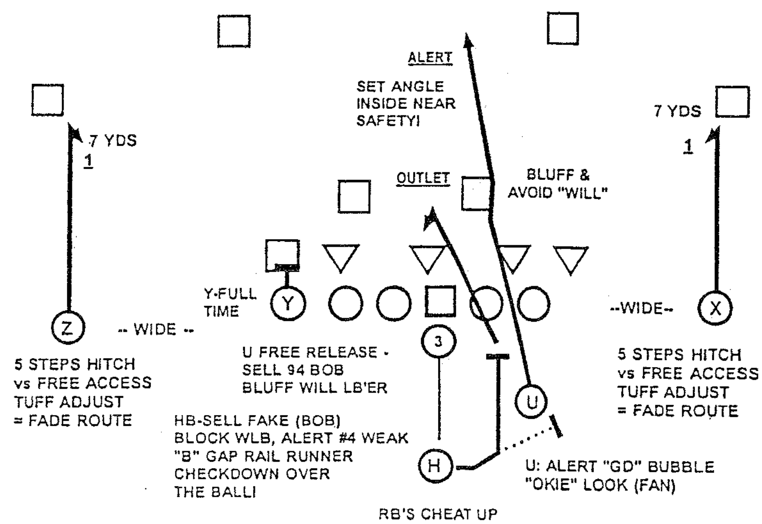
(TRADE) GREEN LEFT (RIGHT)
PASS 394 (395) (BOB) BOTH HITCH TAKE-OFF

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<TG>
(EXCH) (MOVE) WOOL LEFT
PASS 394 (BOB) BOTH HITCH

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

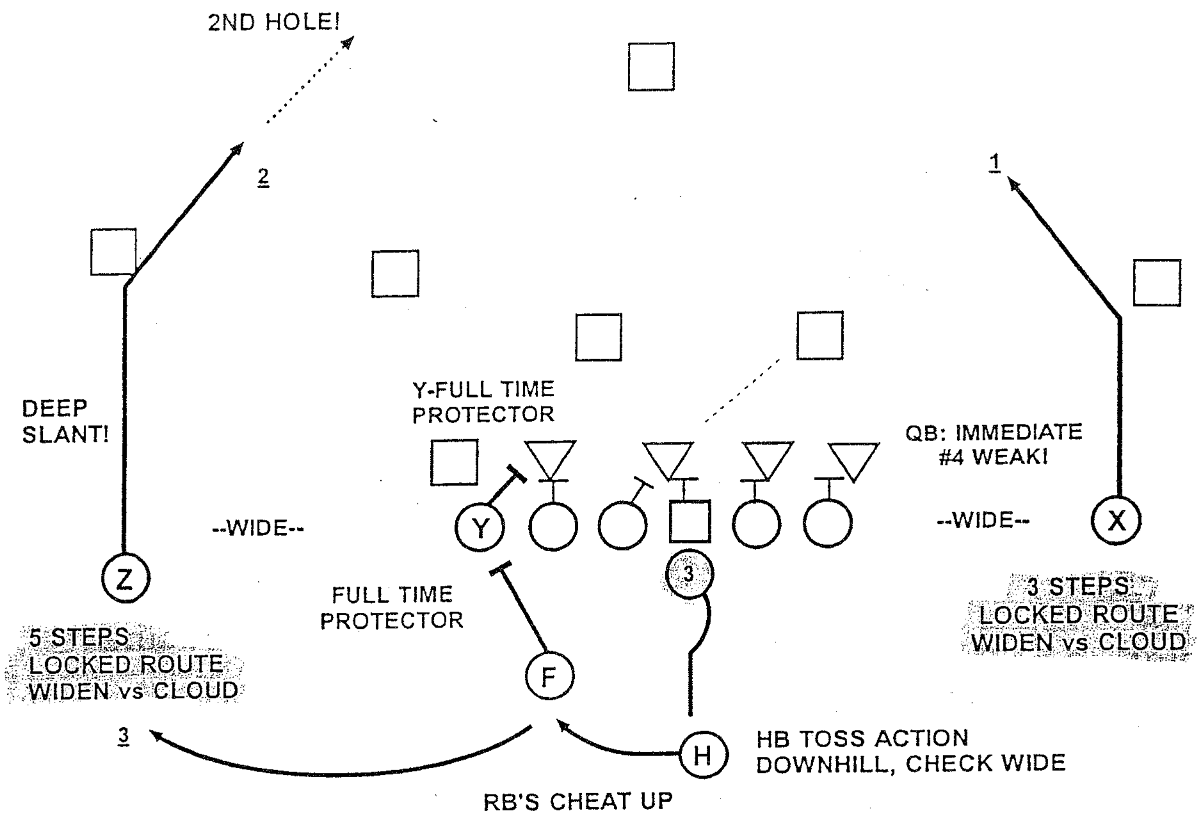


NOTES:

NEW ORLEANS SAINTS

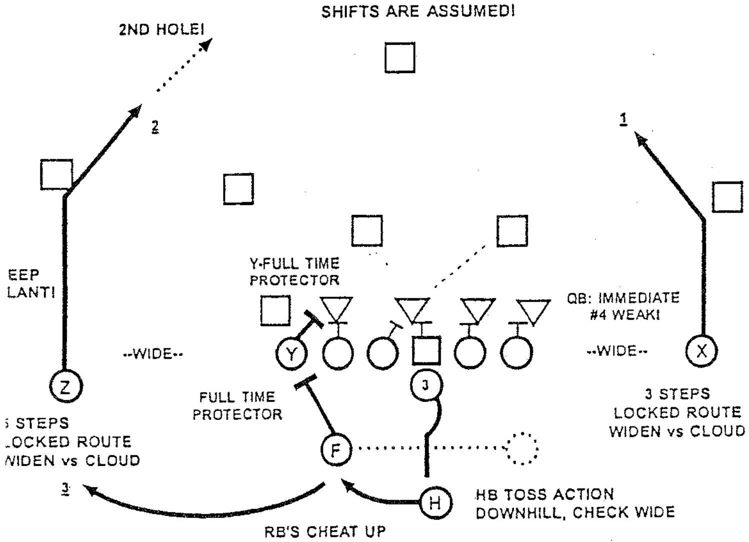
*NOTE: ALL ORIGIN
`HIFTS ARE ASSUMED!

(TRADE) KING LEFT (RIGHT)
PASS 397 (396) (POWER) X SLANT



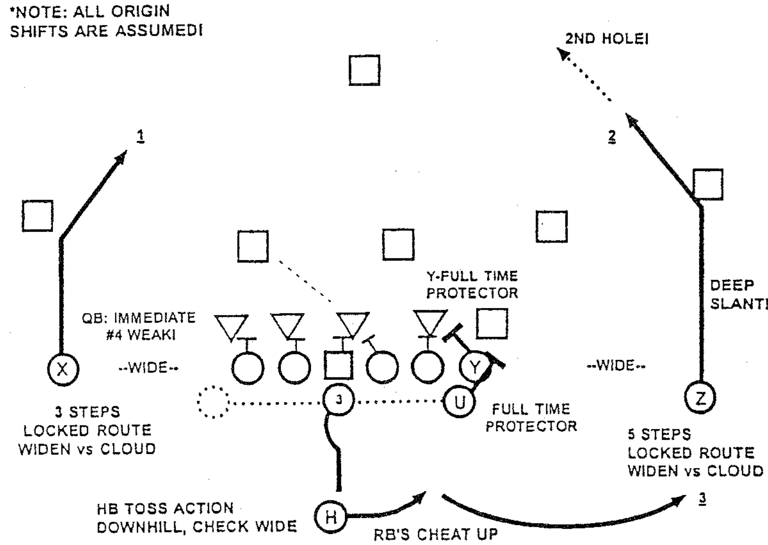
QUEEN LEFT (RIGHT) "FUZZ"
PASS 397 (396) (POWER) X SLANT

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



<TIGER>
"MOVE" WEST RIGHT
PASS 396 (397) (POWER) X-SLANT

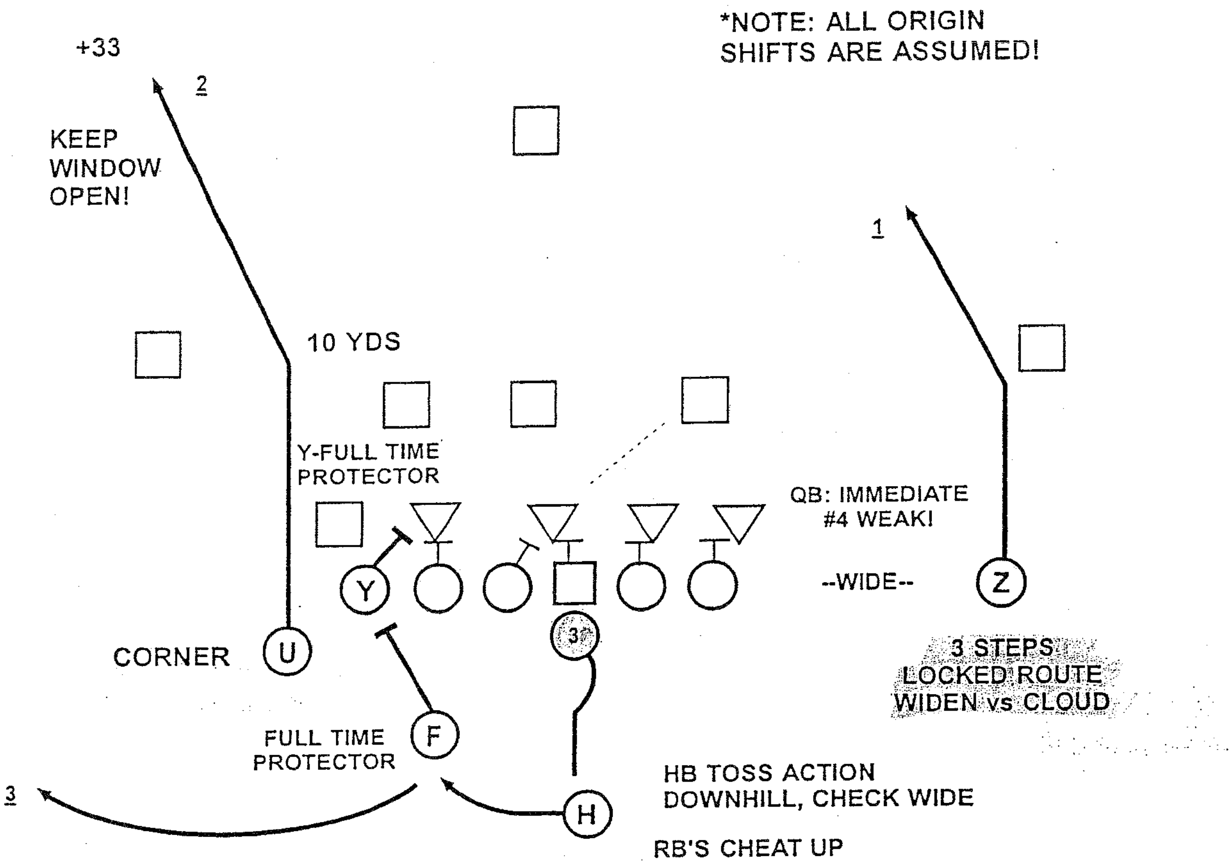
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



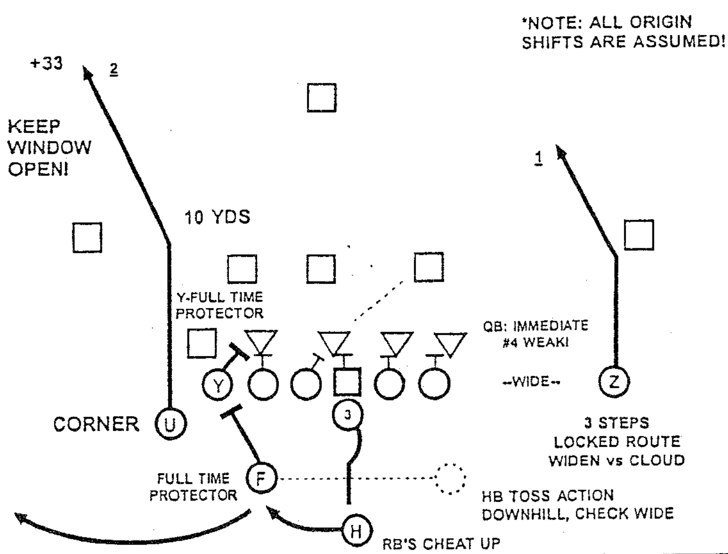
OTES:

NEW ORLEANS SAINTS

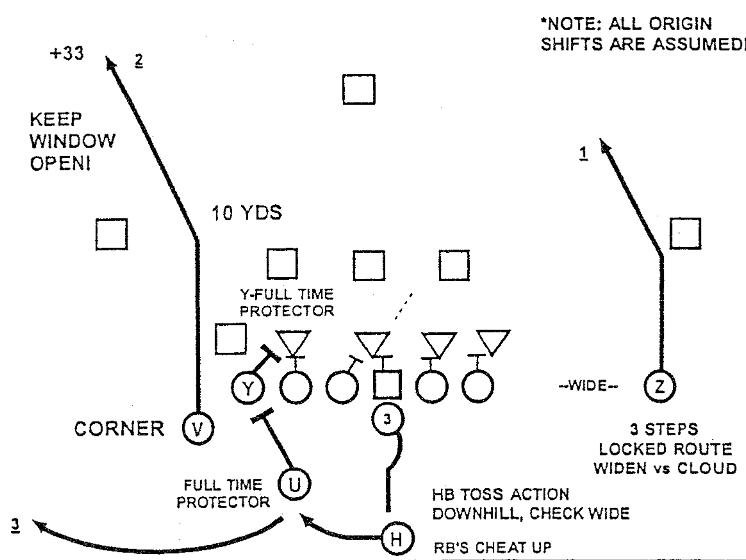
<JUMBO>
KING PAIR LEFT (RIGHT)
PASS 397 (396) (POWER) Z SLANT U CORNER



<JUMBO>
QUEEN PAIR LEFT (RIGHT) "FUZZ"
PASS 397 (396) (POWER) Z SLANT U CORNER



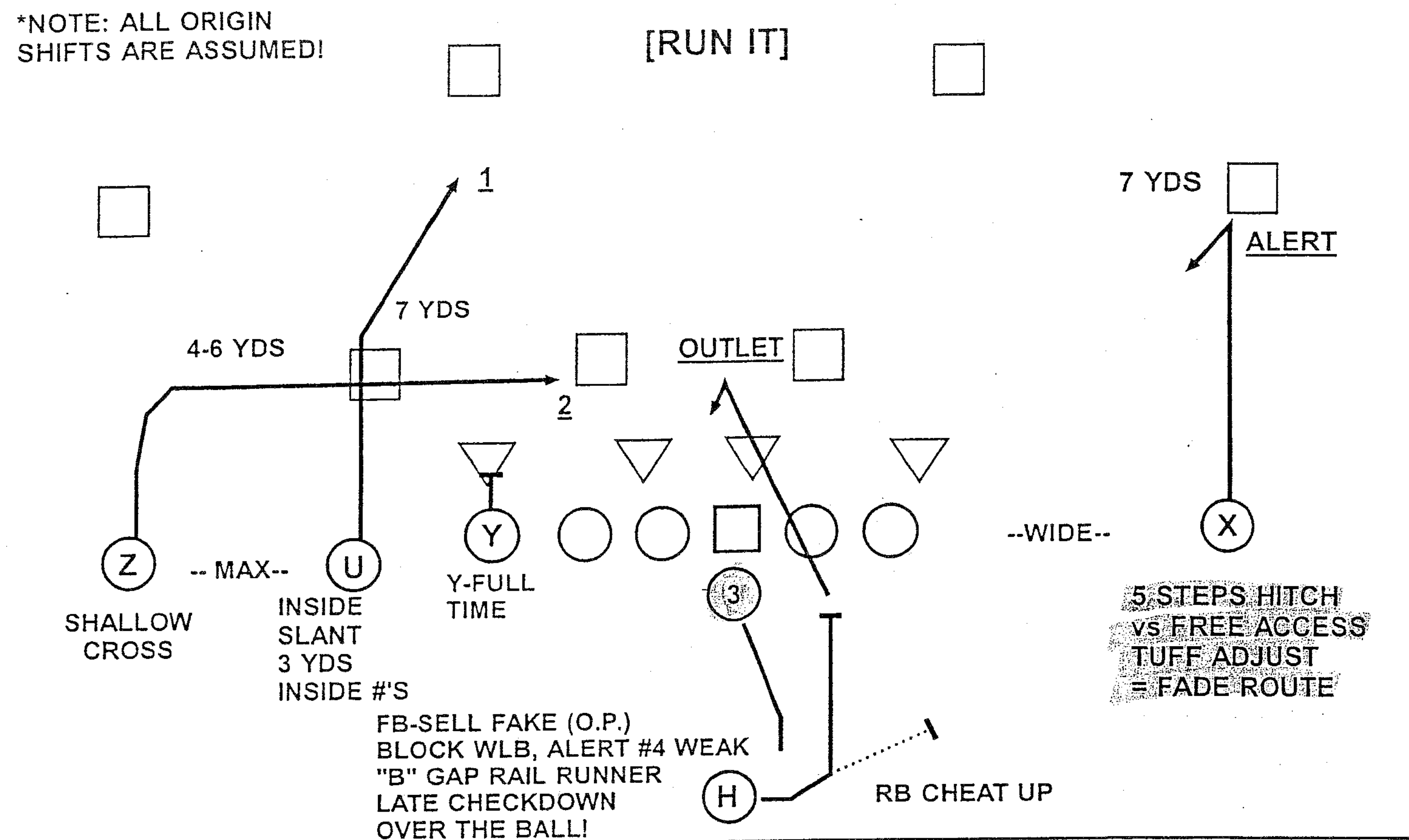
<TRIO>
UP STEEL LEFT (RIGHT) FLOP
PASS 397 (396) (POWER) Z SLANT V CORNER



NOTES:

NEW ORLEANS SAINTS

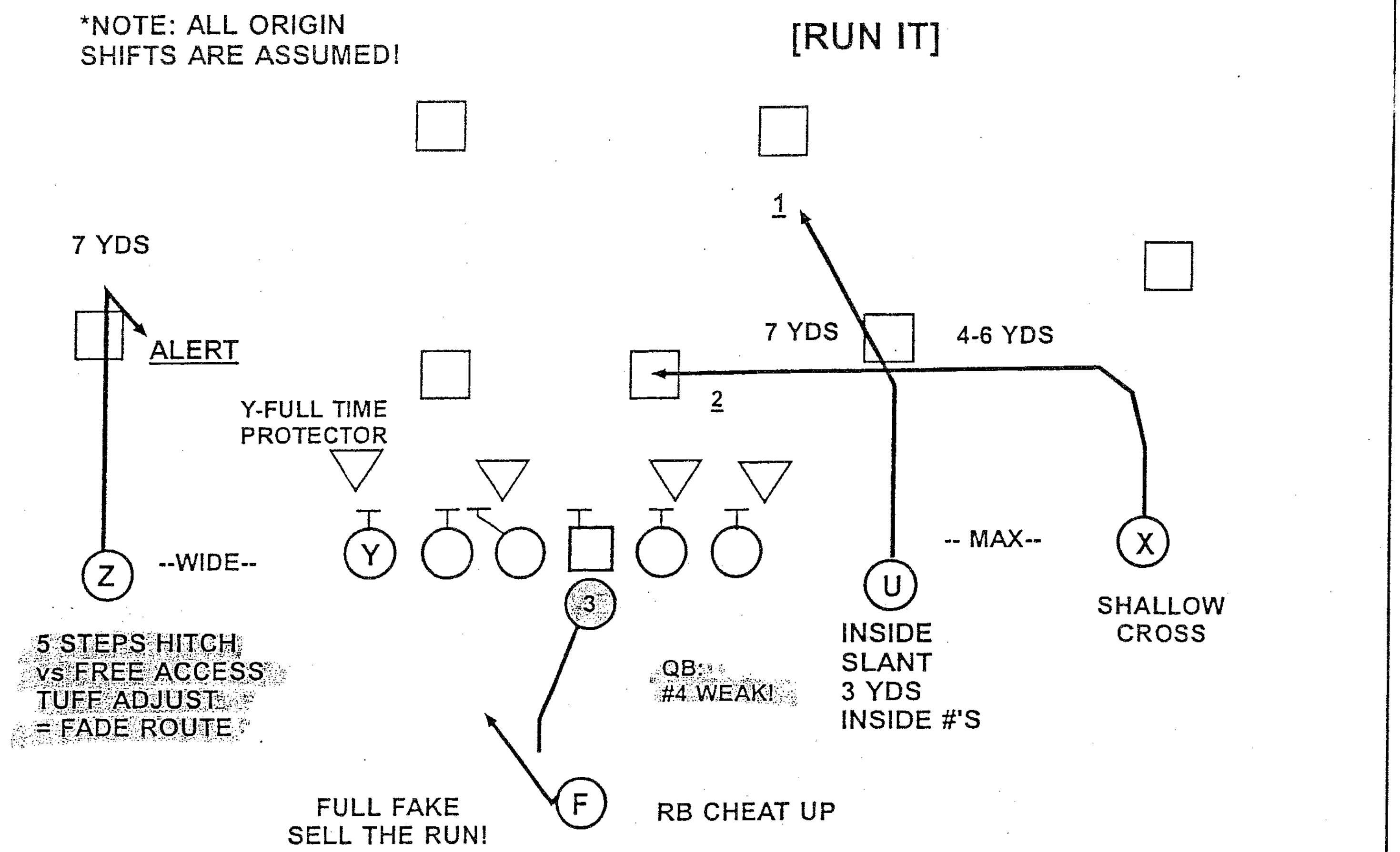
<TG>
TRIP LEFT
PASS 364 (O.P.) X HITCH Z DENVER



NOTES:

NEW ORLEANS SAINTS

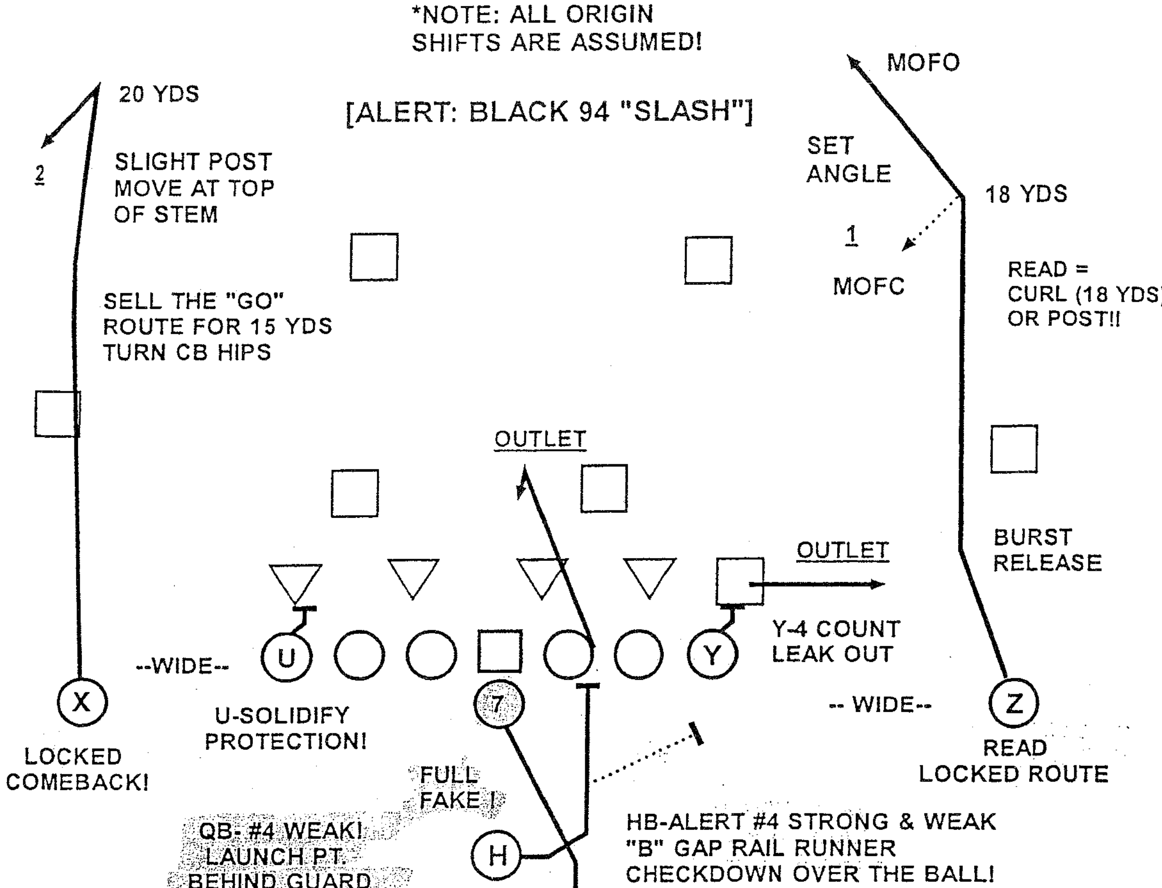
<TG>
DIVIDE LEFT
PASS 367 (P.S) Z HITCH X DENVER



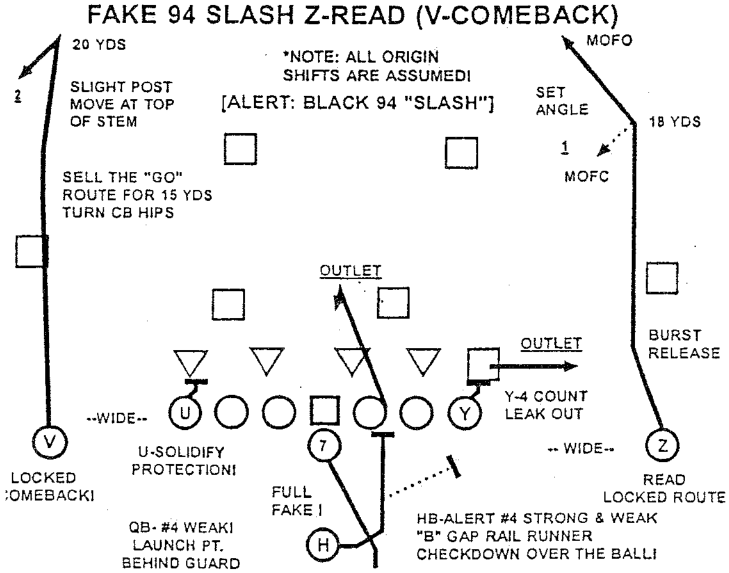
NOTES:

NEW ORLEANS SAINTS

<TIGER>
(MOVE) RIGHT
FAKE 94 SLASH Z-READ (X-COMEBACK)



<TRIO>
BEYOND RIGHT
FAKE 94 SLASH Z-READ (V-COMEBACK)



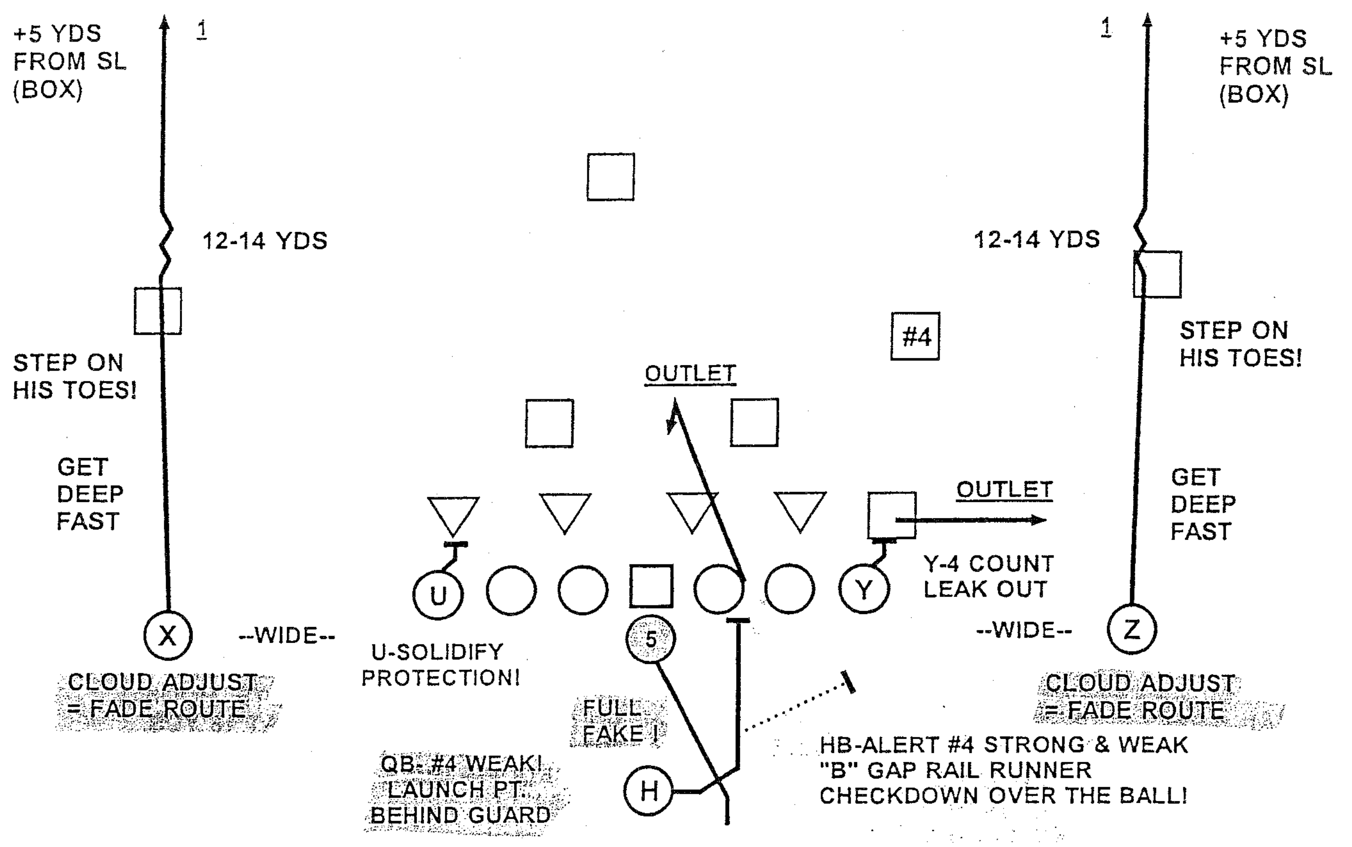
NOTES:

NEW ORLEANS SAINTS

<TIGER>
RIGHT
FAKE 94 SLASH BOTH STUTTER GO

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

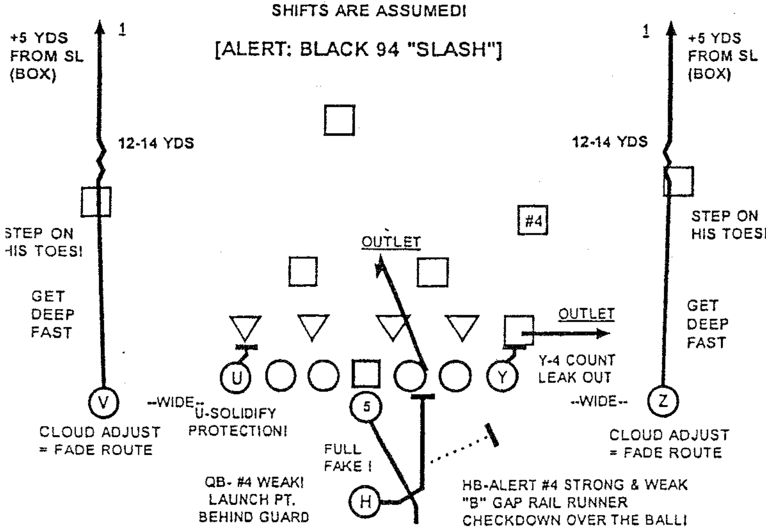
[ALERT: BLACK 94 "SLASH"]



<TRIO>
BEYOND RIGHT
FAKE 94 SLASH BOTH STUTTER GO

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

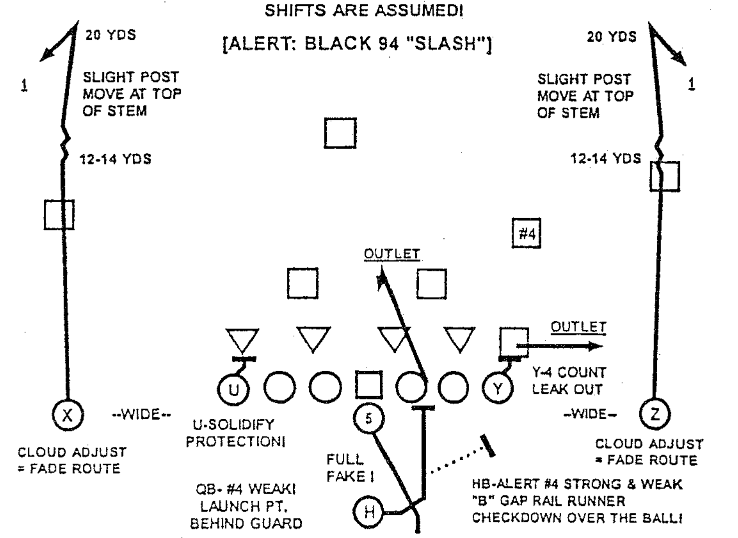
[ALERT: BLACK 94 "SLASH"]



<TIGER>
RIGHT
FAKE 94 SLASH BOTH STUTTER COMEBACK

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

[ALERT: BLACK 94 "SLASH"]



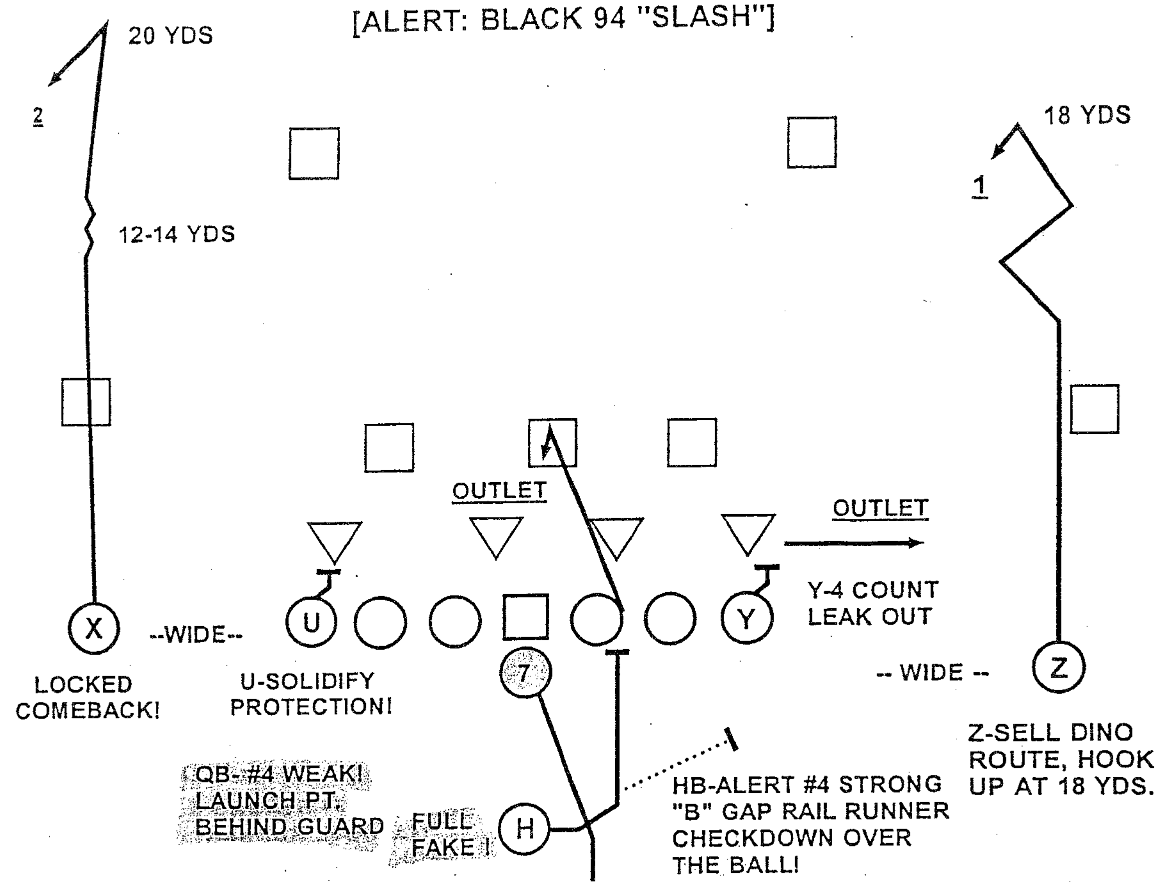
NOTES:

NEW ORLEANS SAINTS

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<TIGER>
RIGHT
FAKE 94 SLASH Z-RATTLER X-STUTTER COMEBACK

[ALERT: BLACK 94 "SLASH"]



NOTES:

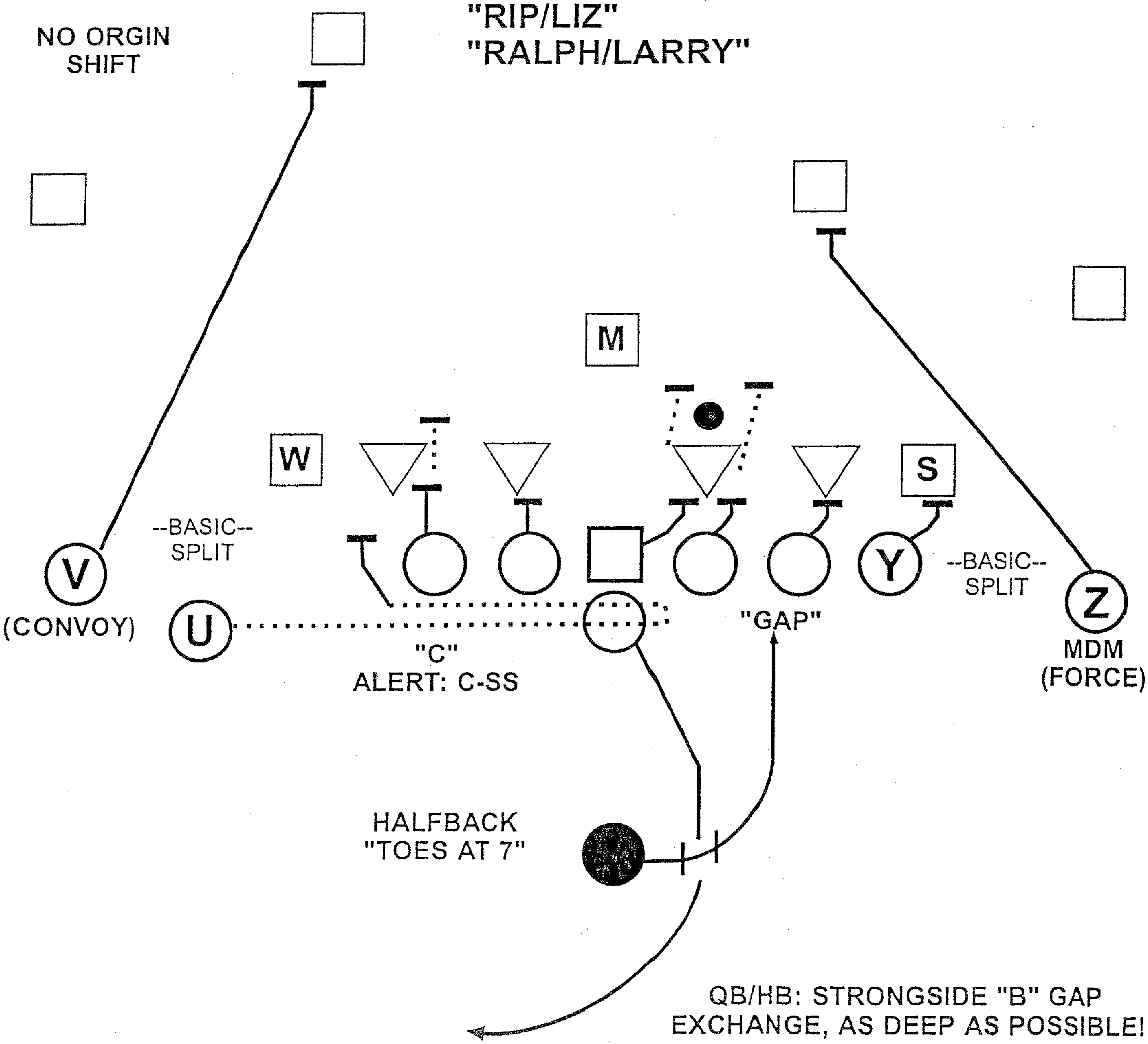
NEW ORLEANS SAINTS RUN GAME

* 64/65 SLASH U CUT-OFF *

DEFENSE: 43

TRIO
BEYOND DIVIDE RIGHT (LEFT) "U CTR"
(TOSS) 64 (65) SLASH U CUT-OFF

*ALERT: RED OVER-65/64 O.P. U FORCE
"RIP/LIZ"
"RALPH/LARRY"



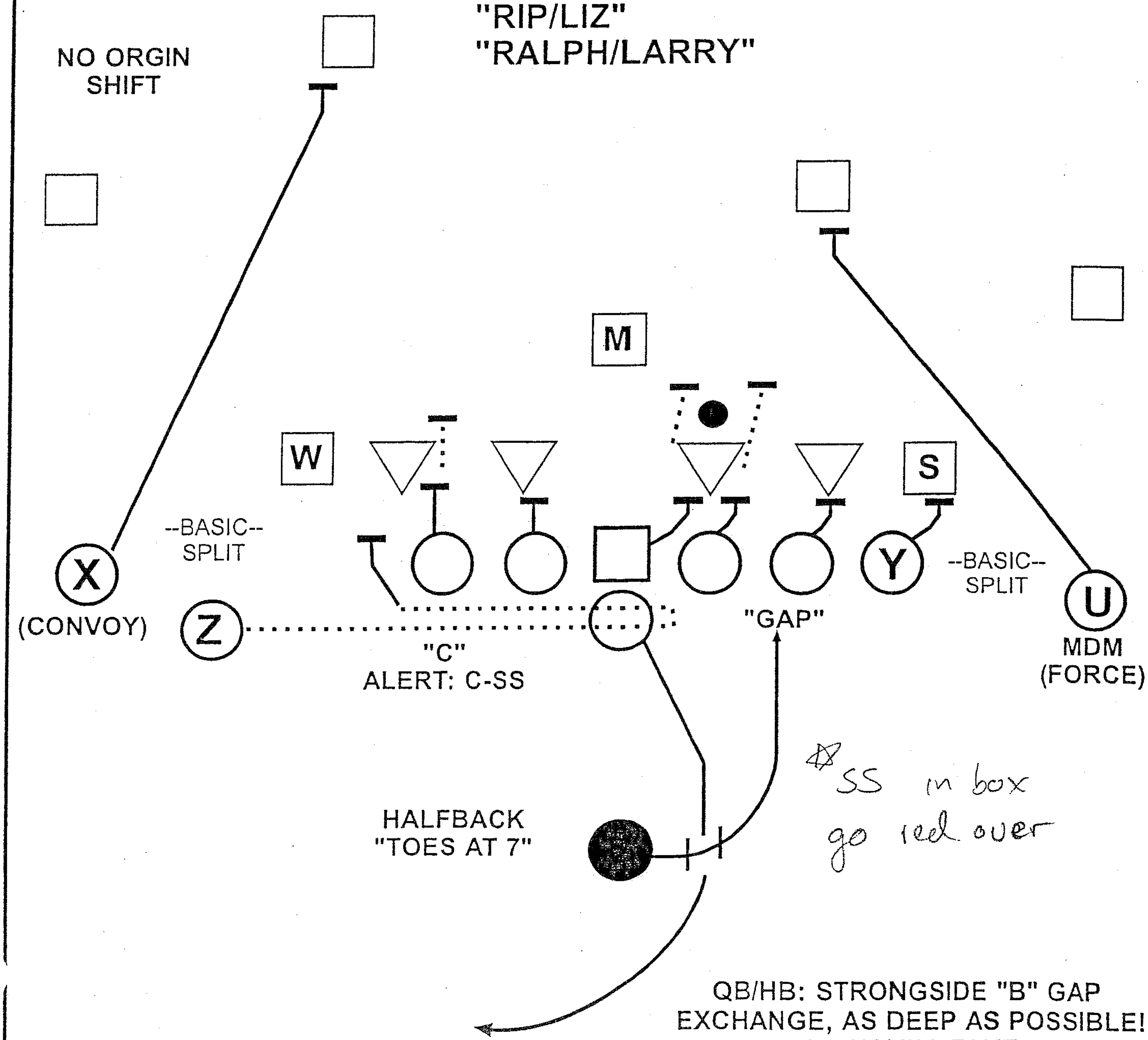
QB/HB: STRONGSIDE "B" GAP EXCHANGE, AS DEEP AS POSSIBLE! QB NAKED FAKE.

* 64/65 SLASH Z CUT-OFF *

DEFENSE: 43

TIGER
"ZIP ZAP" TROUBLE RIGHT (LEFT) SLOT
(TOSS) 64 (65) SLASH Z CUT-OFF

*ALERT: RED OVER-65/64 O.P. Z FORCE
"RIP/LIZ"
"RALPH/LARRY"



QB/HB: STRONGSIDE "B" GAP
EXCHANGE, AS DEEP AS POSSIBLE!
QB NAKED FAKE.

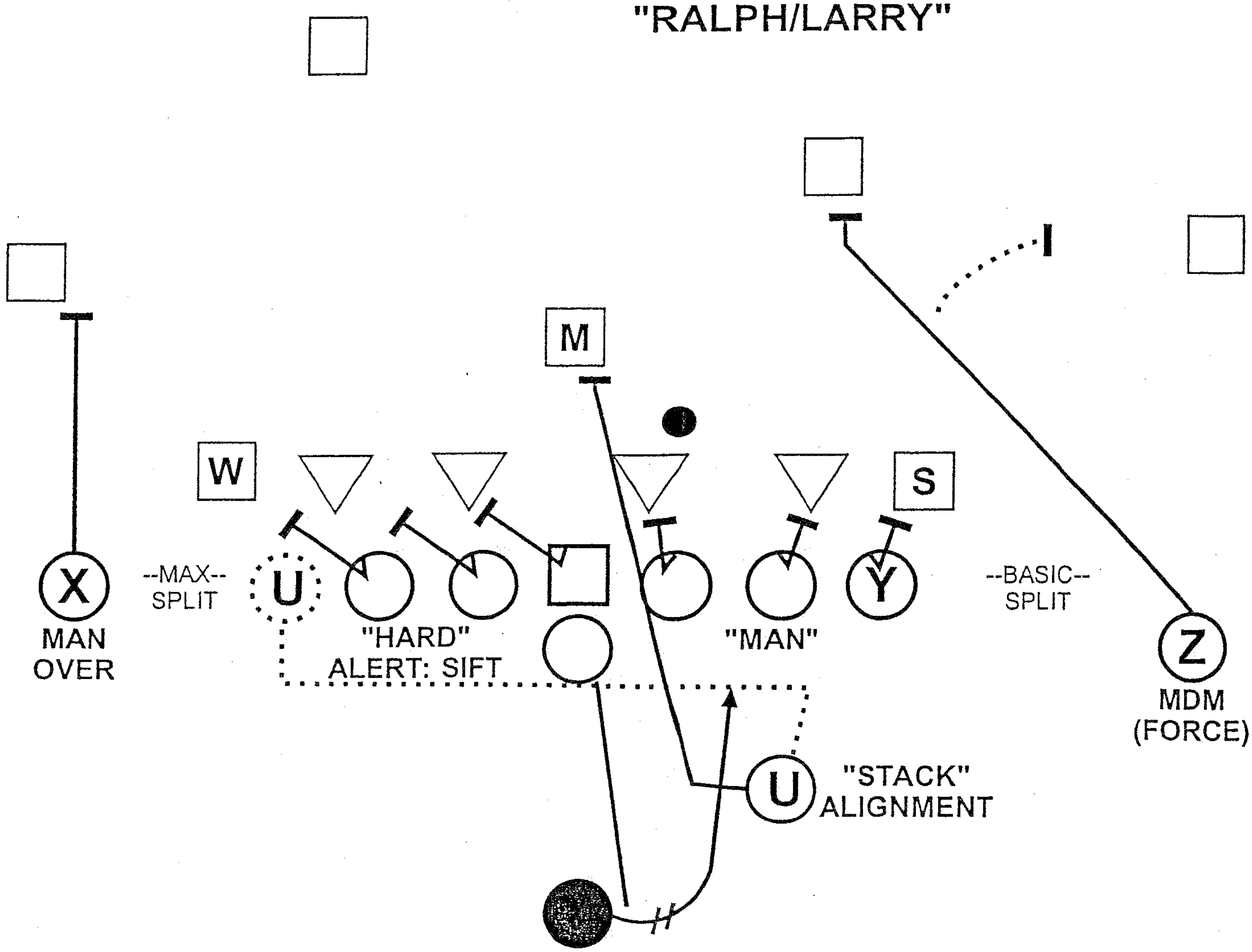
NEW ORLEANS SAINTS RUN GAME

** FOX 42/43 RUN **

DEFENSE: 43

TIGER
"YO YO" RIGHT (LEFT)
FOX 42 (43) RUN "X KEY"

<NMB CWM>
*ALERT: "RIP/LIZ"
"RALPH/LARRY"



QB: BEHIND CENTER EXCHANGE.
DO NOT PUSH HB OVER THE TOP.
VISION TO "A" GAP IS ESSENTIAL.

TE RULES!!

Y - BLOCK #3. ALERT; BIG, SCOOP, SLIP,MAN, OUT,
U - ASSUME FB RESPONSIBILITY

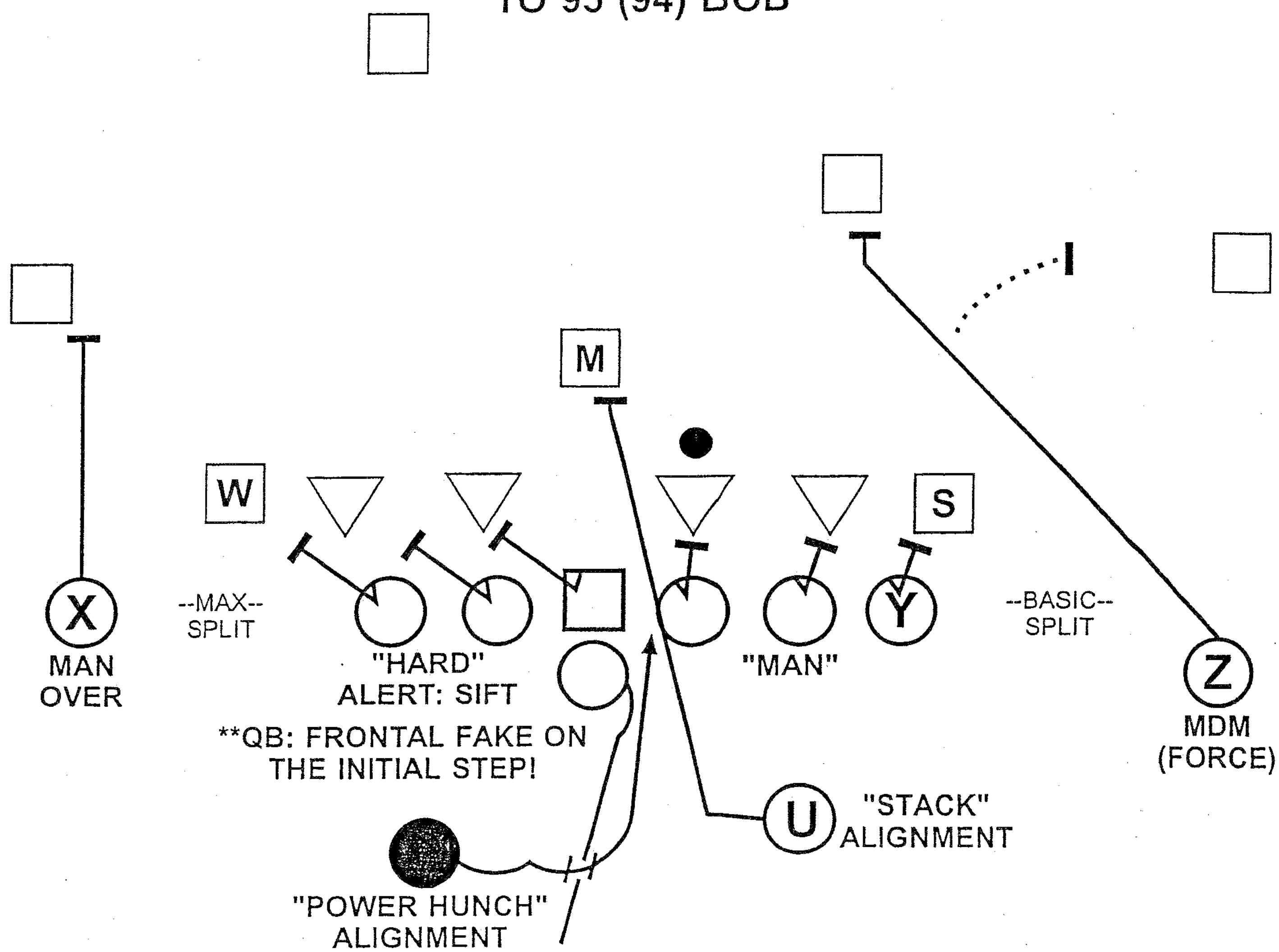
NEW ORLEANS SAINTS RUN GAME

** FOX 42/43 RUN **

DEFENSE: 43

TIGER
(CAN ZIP) FAR STEEL RIGHT (LEFT)
FOX 42 (43) RUN "X KEY"

*ALERT: "RED OVER"
TO 95 (94) BOB



QB: BEHIND CENTER EXCHANGE.
DO NOT PUSH HB OVER THE TOP.
VISION TO "A" GAP IS ESSENTIAL.

TE RULES!!

Y - BLOCK #3. ALERT; BIG, SCOOP,
SLIP,MAN, OUT,
U - ASSUME FB RESPONSIBILITY

NEW ORLEANS SAINTS RUN GAME

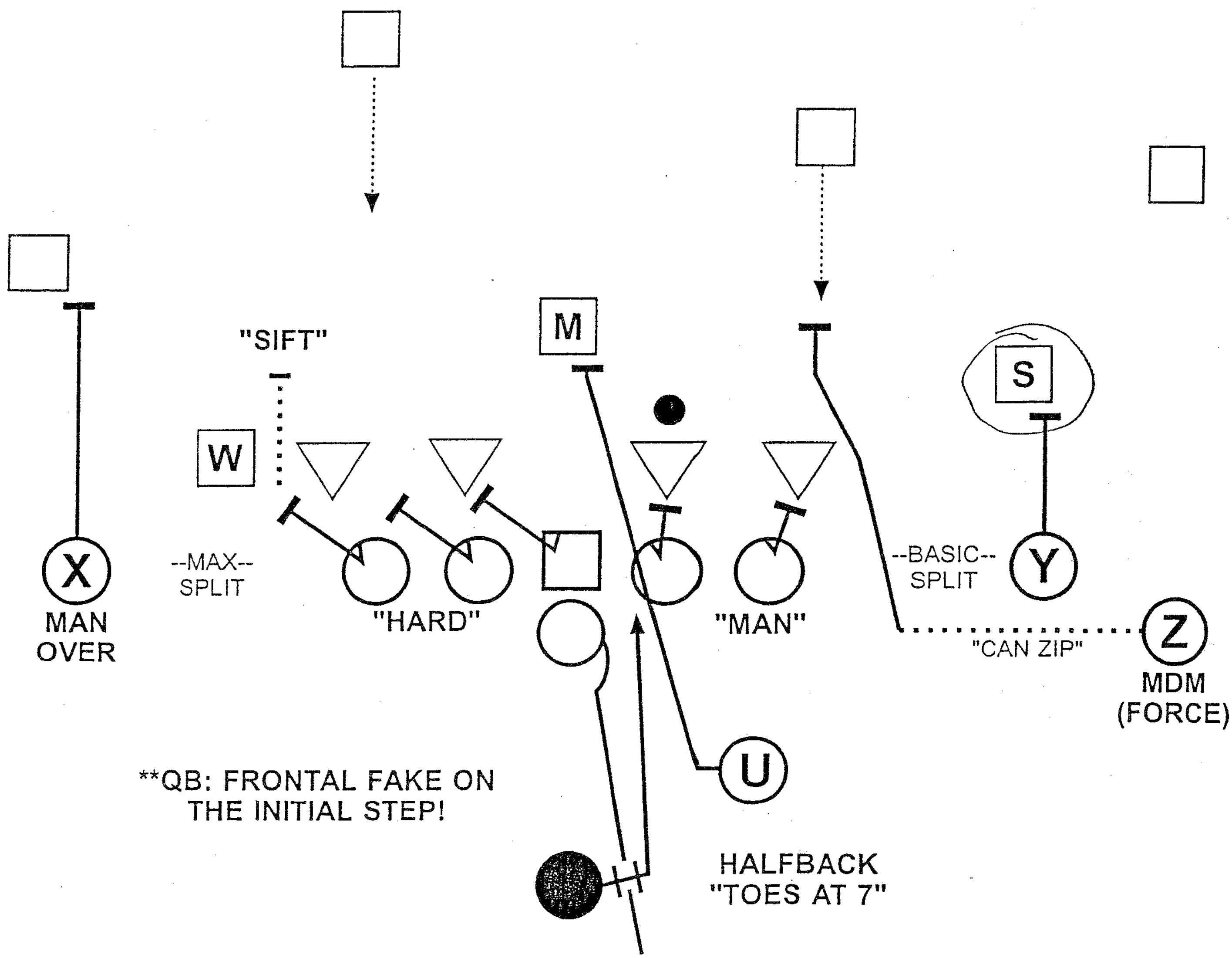
* FOX 42 RUN OPEN *

DEFENSE: 43

<TIGER>
"CAN ZIP" STEEL OPEN RIGHT
FOX 42 RUN OPEN "X KEY"

NO ORIGIN SHIFT!

"RUN IT RUN"

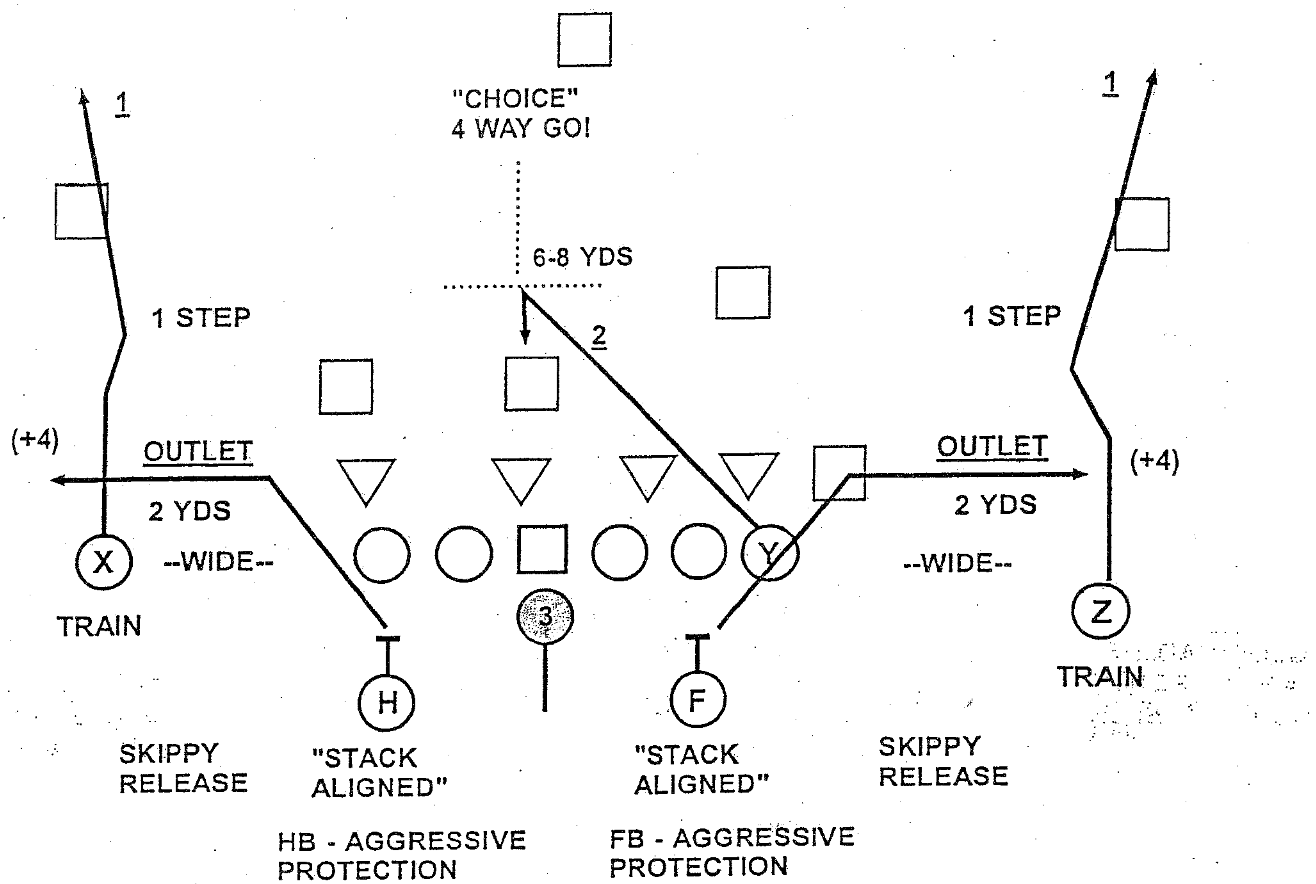


QB/HB: STRONGSIDE "A" GAP
EXCHANGE, AS DEEP AS POSSIBLE!

NEW ORLEANS SAINTS

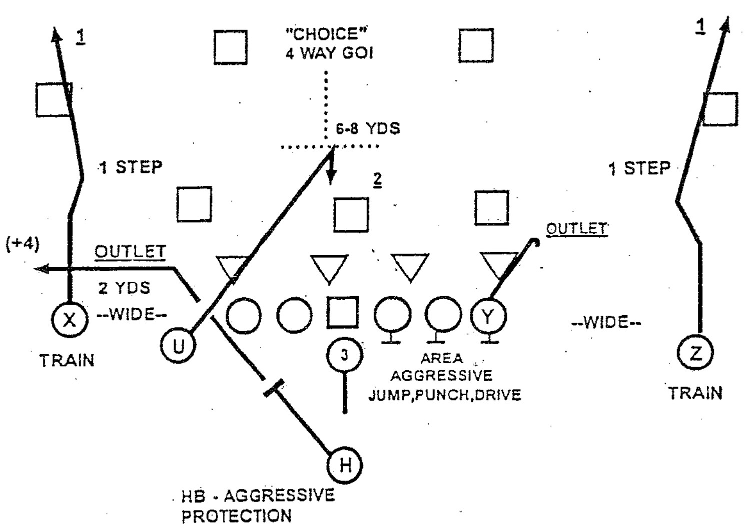
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

RED RIGHT
324 (325) BOTH TRAIN Y CHOICE



*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<TG>
DIVIDE RIGHT
374 (375) BOTH TRAIN U CHOICE



NOTES:

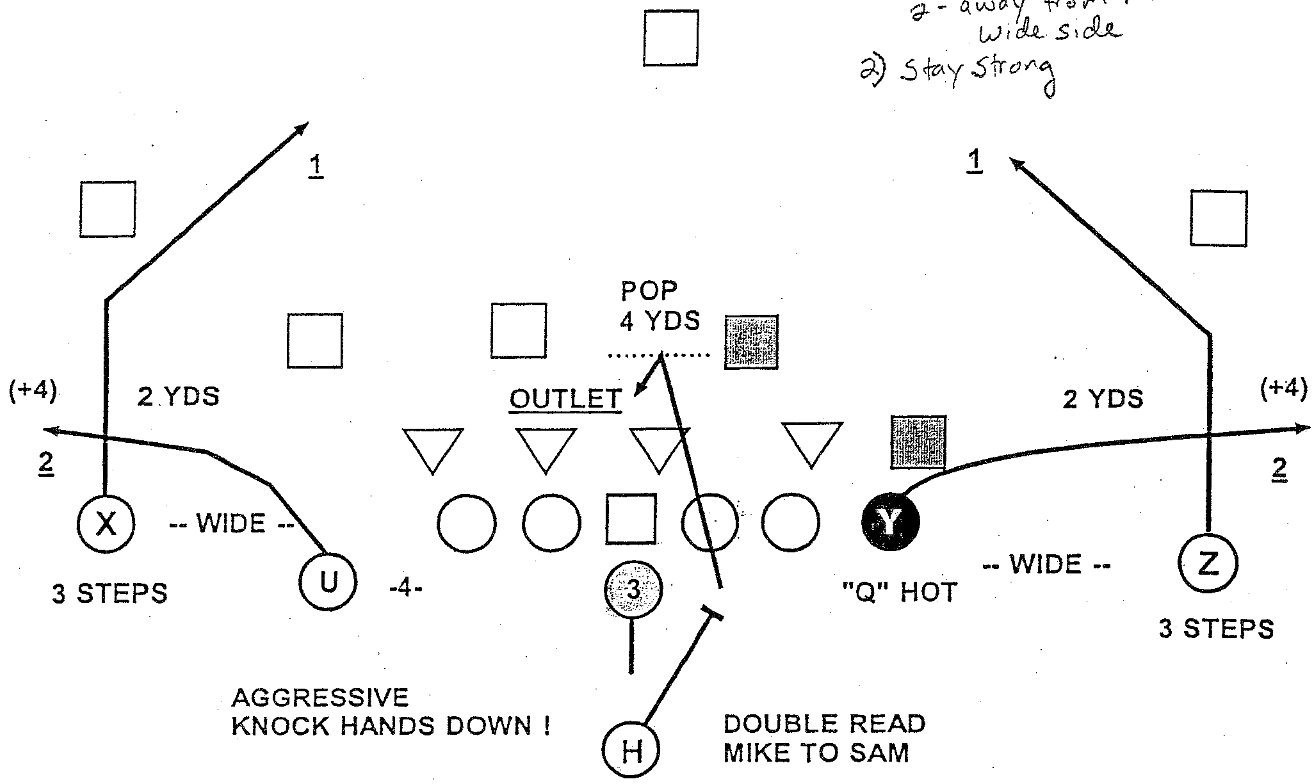
NEW ORLEANS SAINTS

PSL

<TIGER>
(EXCH) DIVIDE RIGHT (LEFT)
200 (300) JET DRAGON (HB POP)

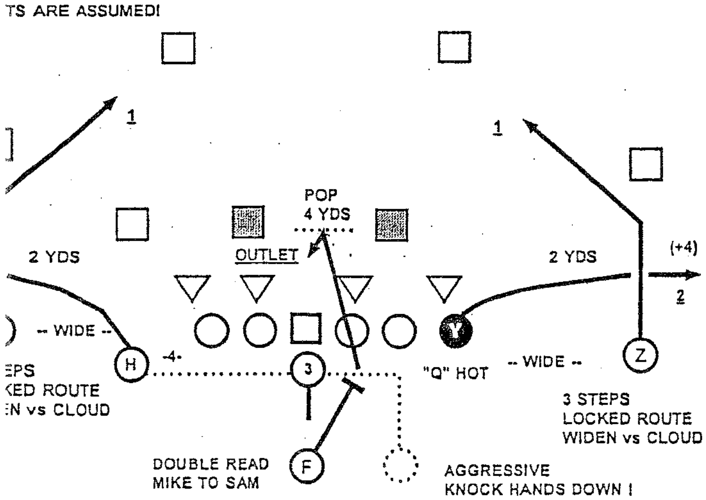
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

DCov Shell
3 - Soft cushion away from rotation
2 - away from mike wide side
2) Stay Strong



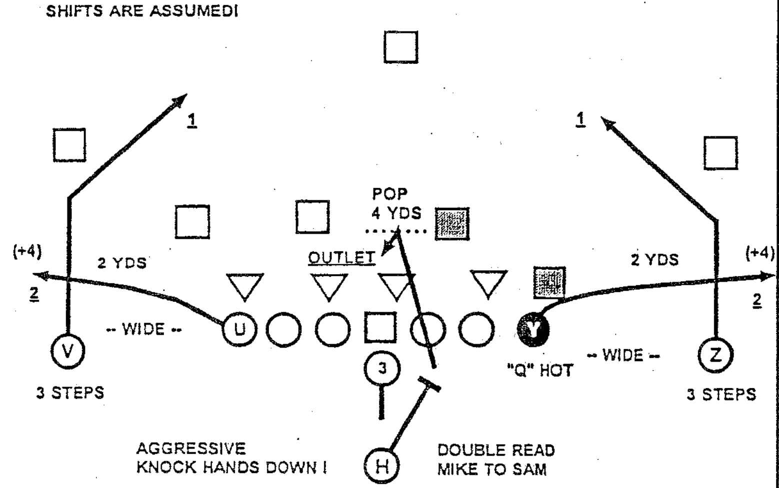
<RG> <PRO>
BLUE RIGHT (LEFT) "C LEFT"
"CUT"200 (300) JET DRAGON (FB POP)

'E: ALL ORIGIN
TS ARE ASSUMED!



<TRIO>
BEYOND RIGHT (LEFT)
200 (300) JET DRAGON (HB POP)

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



NOTES:

NEW ORLEANS SAINTS

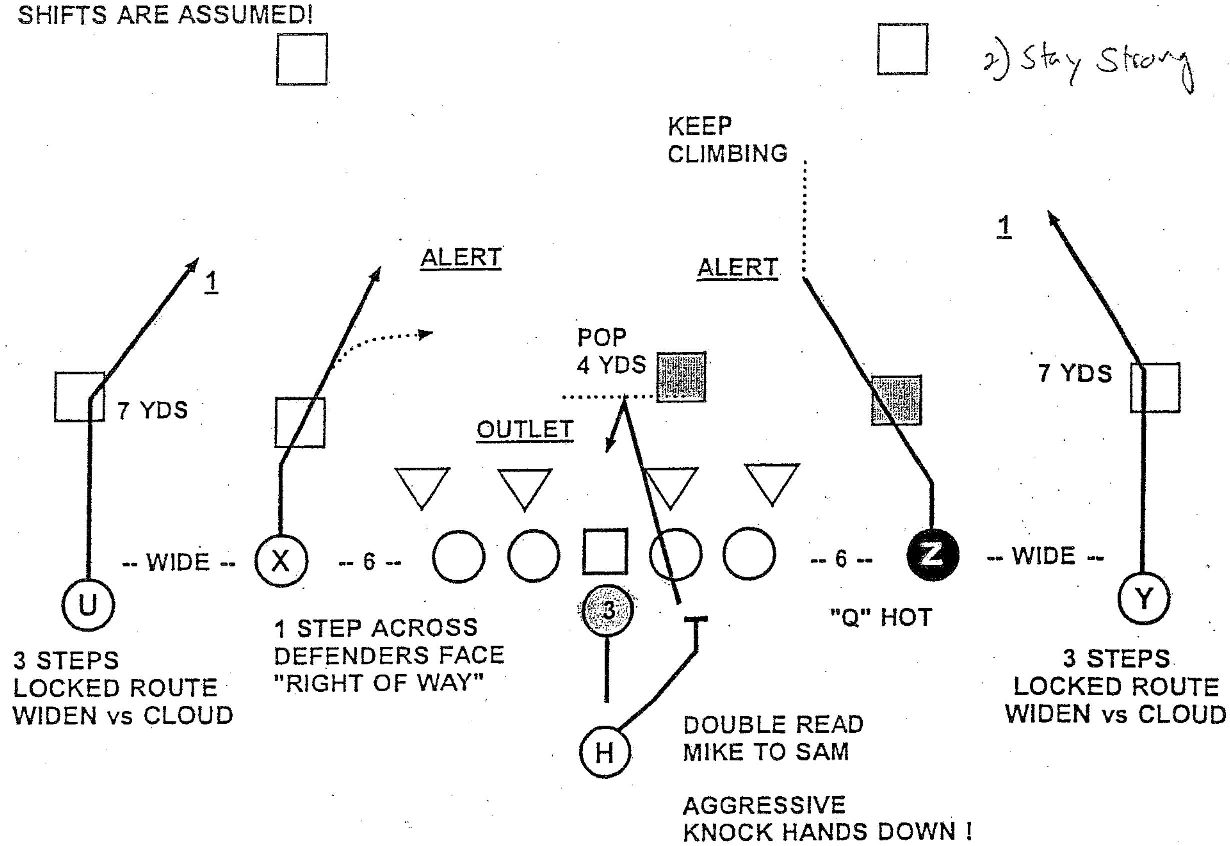
PSC

<TG> <TRIO>
DOUBLE TROUBLE RIGHT (LEFT)
"CUT" 200 (300) JET LION (HB POP)

1) Cov. Shell
3 – soft cushion away rotation
2 – Away MLB wide side

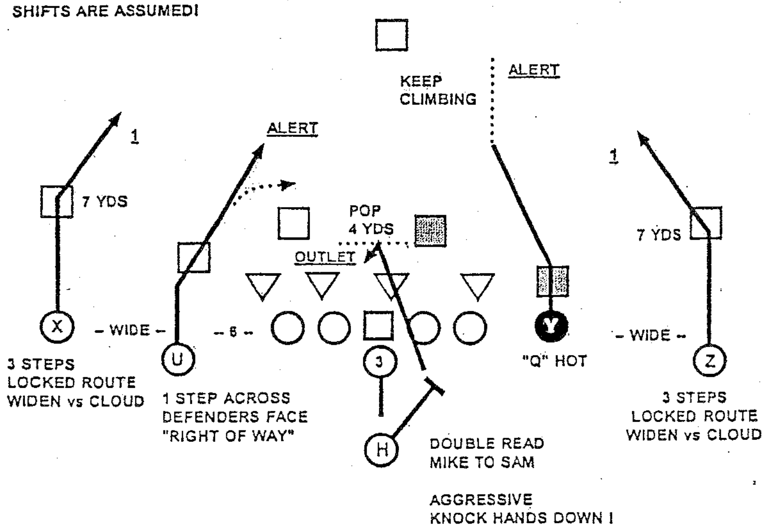
2) Stay Strong

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



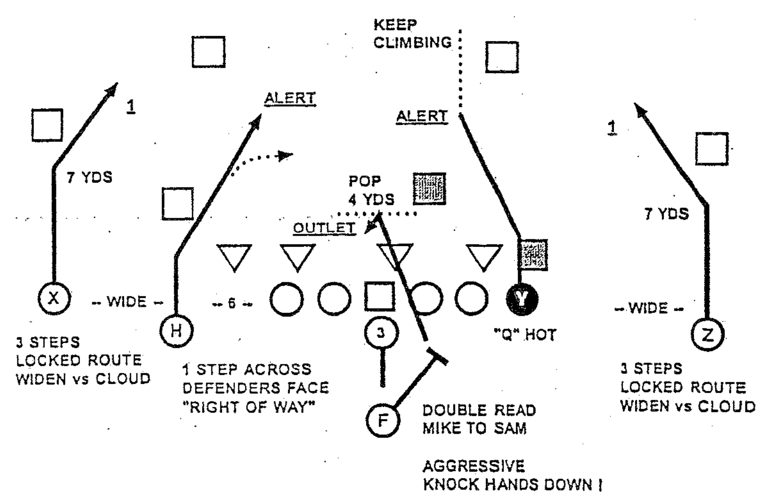
<TIGER>
(EXCH) DIVIDE OPEN RIGHT (LEFT)
"CUT" 200 (300) JET LION (HB POP)

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<RG> <PRO>
WIDE RIGHT (LEFT) (OPEN)
200 (300) JET LION FB POP

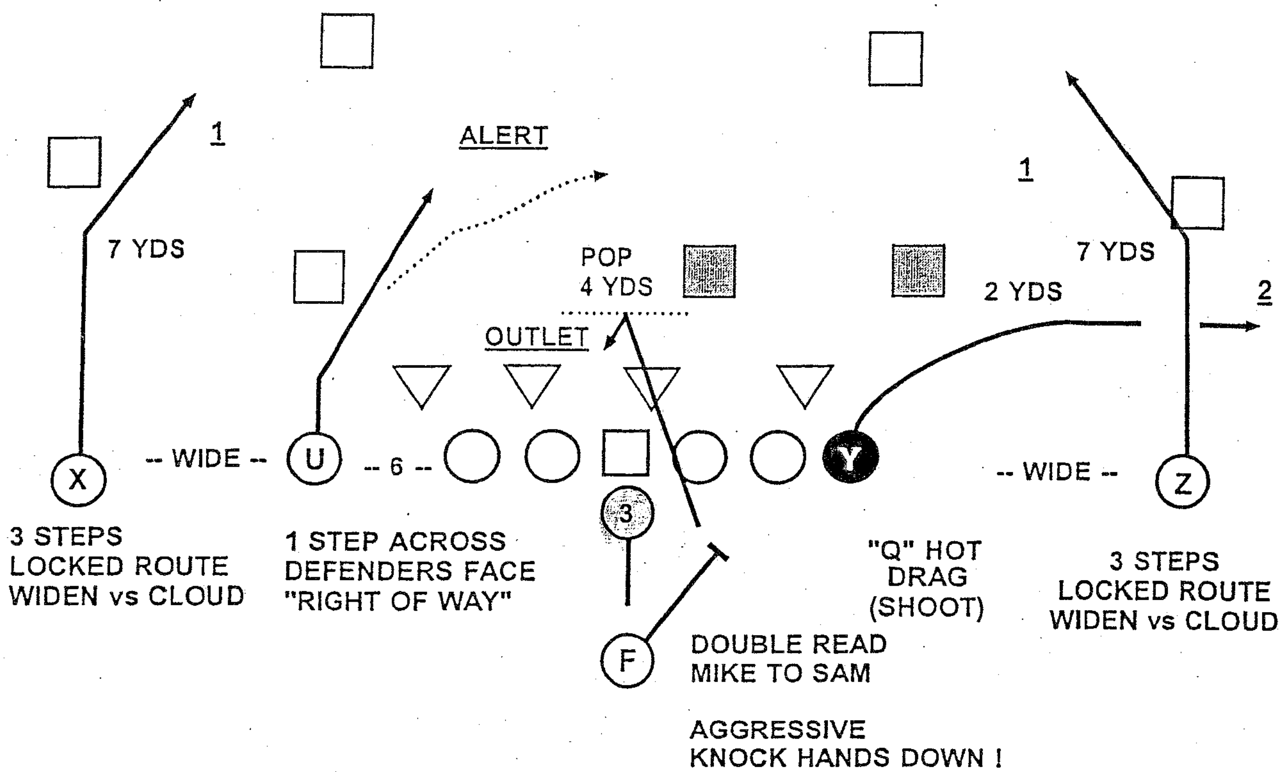


NOTES:

NEW ORLEANS SAINTS

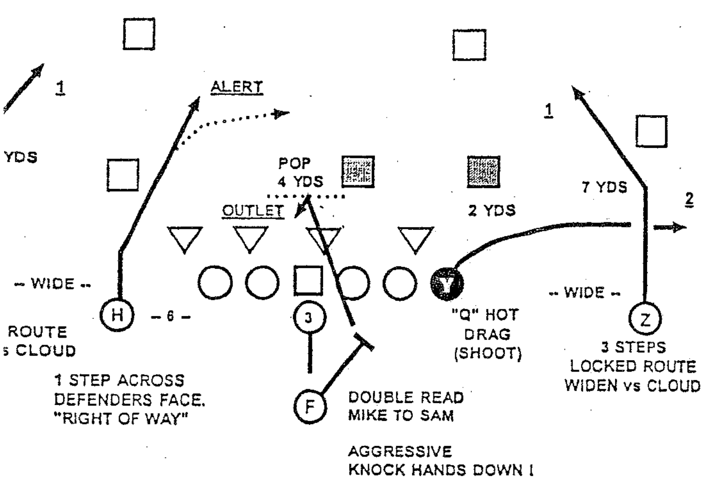
<TIGER>
(EXCH) DIVIDE RIGHT (LEFT)
200 (300) JET Y-DRAGON X-LION

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



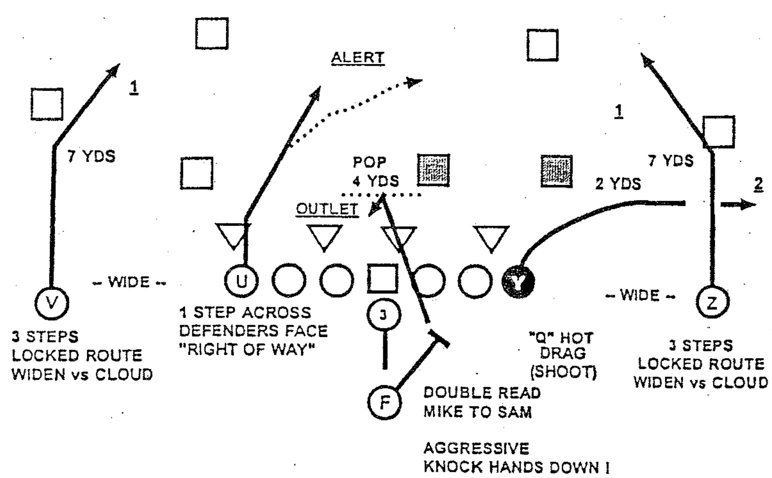
<RG> <PRO>
WIDE RIGHT (LEFT)
200 (300) JET Y DRAGON X LION

ALL ORIGIN
ARE ASSUMED!



<TRIO>
BEYOND RIGHT (LEFT)
200 (300) JET Y-DRAGON V-LION

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

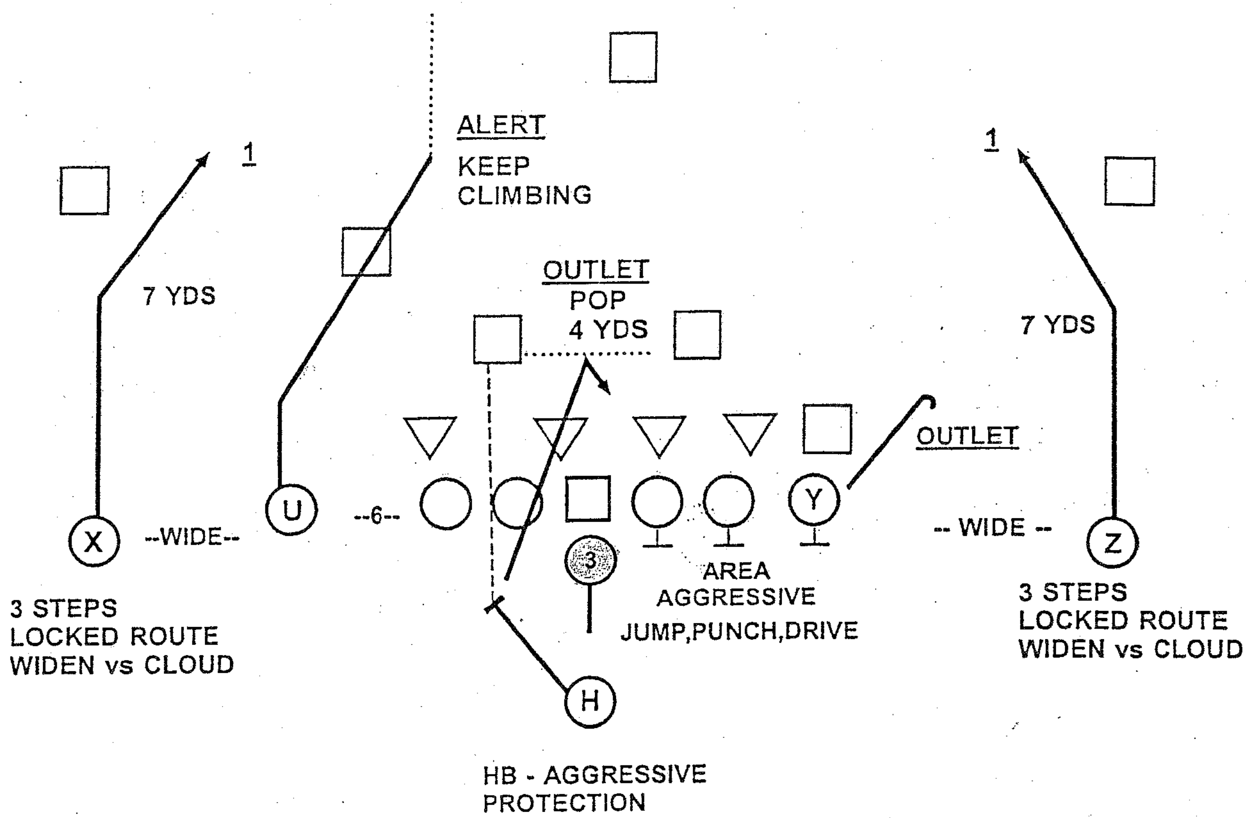


NOTES:

NEW ORLEANS SAINTS

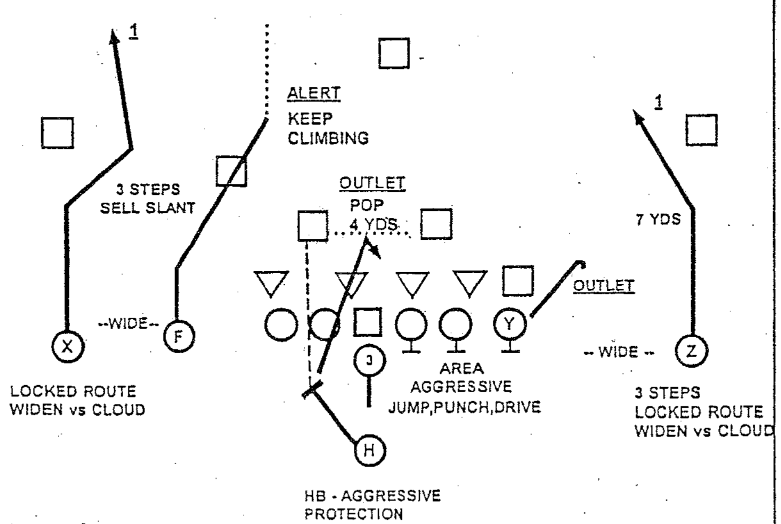
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<TIGER>
DIVIDE RIGHT (LEFT)
374 (375) LION (X SLUGGO)



*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<PRO>
BELOW RIGHT (LEFT)
374 (375) LION X SLUGGO

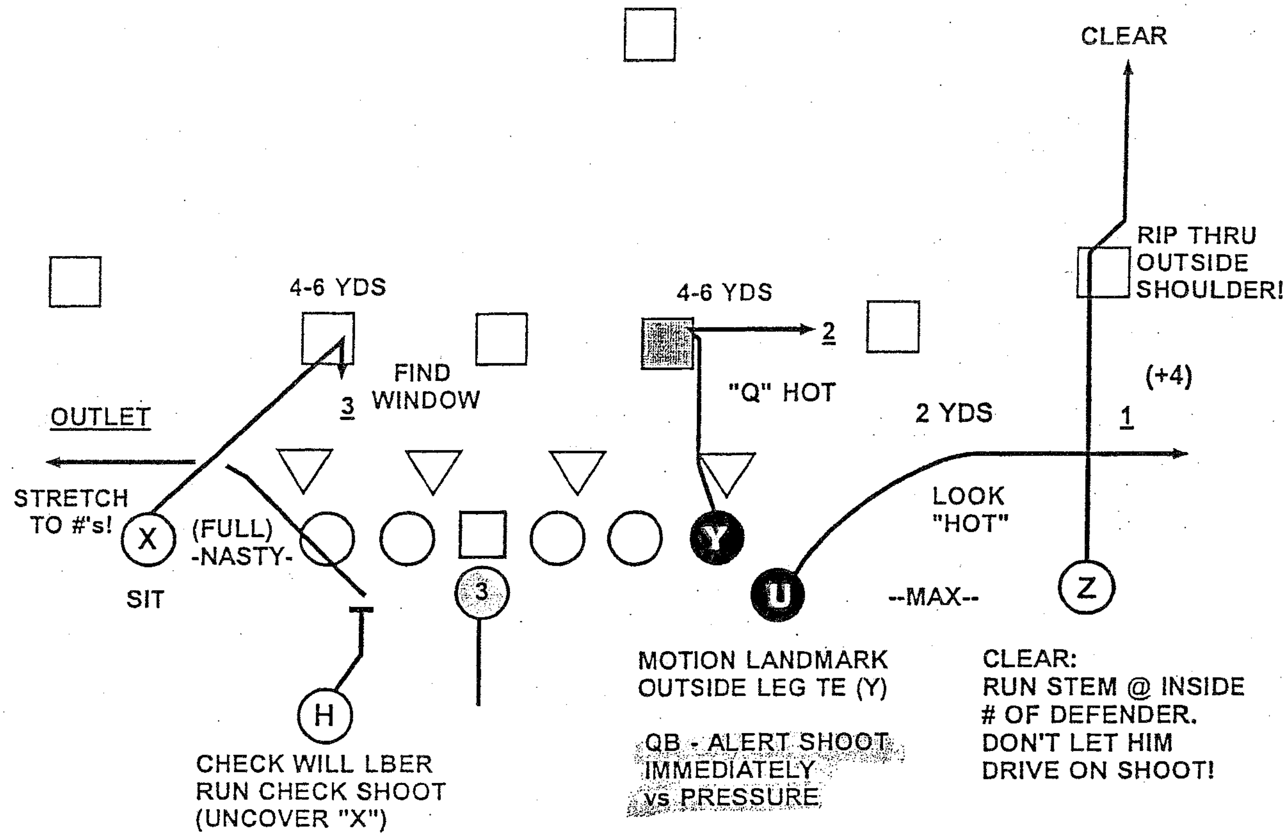


NOTES:

NEW ORLEANS SAINTS

<TG>
(MOVE) FAR WEST RIGHT (LEFT) (NASTY)
322 (323) Y-STICK [X (V)-SIT]

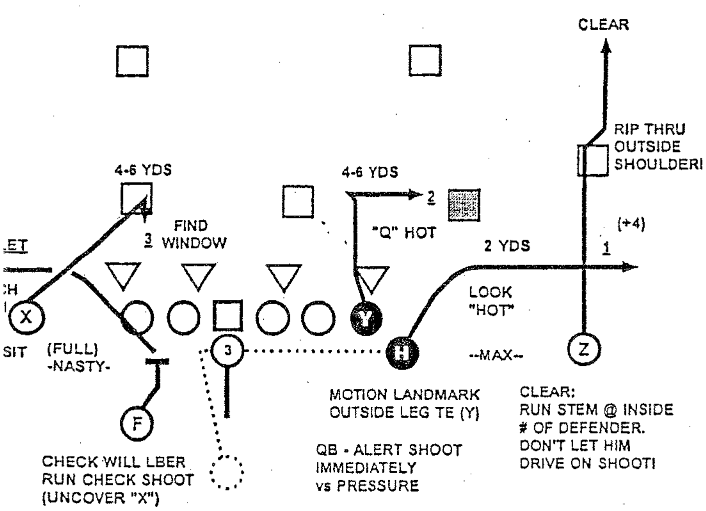
NOTE: ALL ORIGIN
;HIFTS ARE ASSUMED!



<RG> <PRO>
QUEEN RIGHT (LEFT) (NASTY) "B" RIGHT
322 (323) Y-STICK (X-SIT)

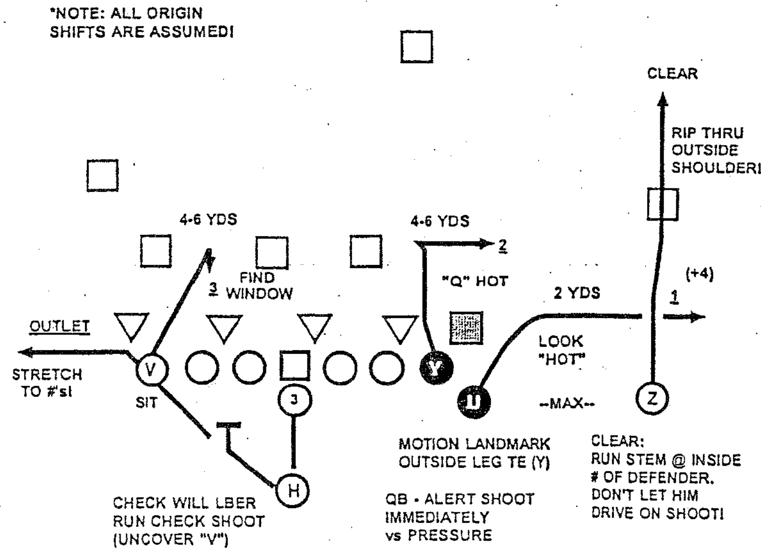
: ALL ORIGIN
; ARE ASSUMED!

*"B" RT/LT



<TRIO>
BEYOND WEST RIGHT (LEFT)
322 (323) Y-STICK (V-SIT)

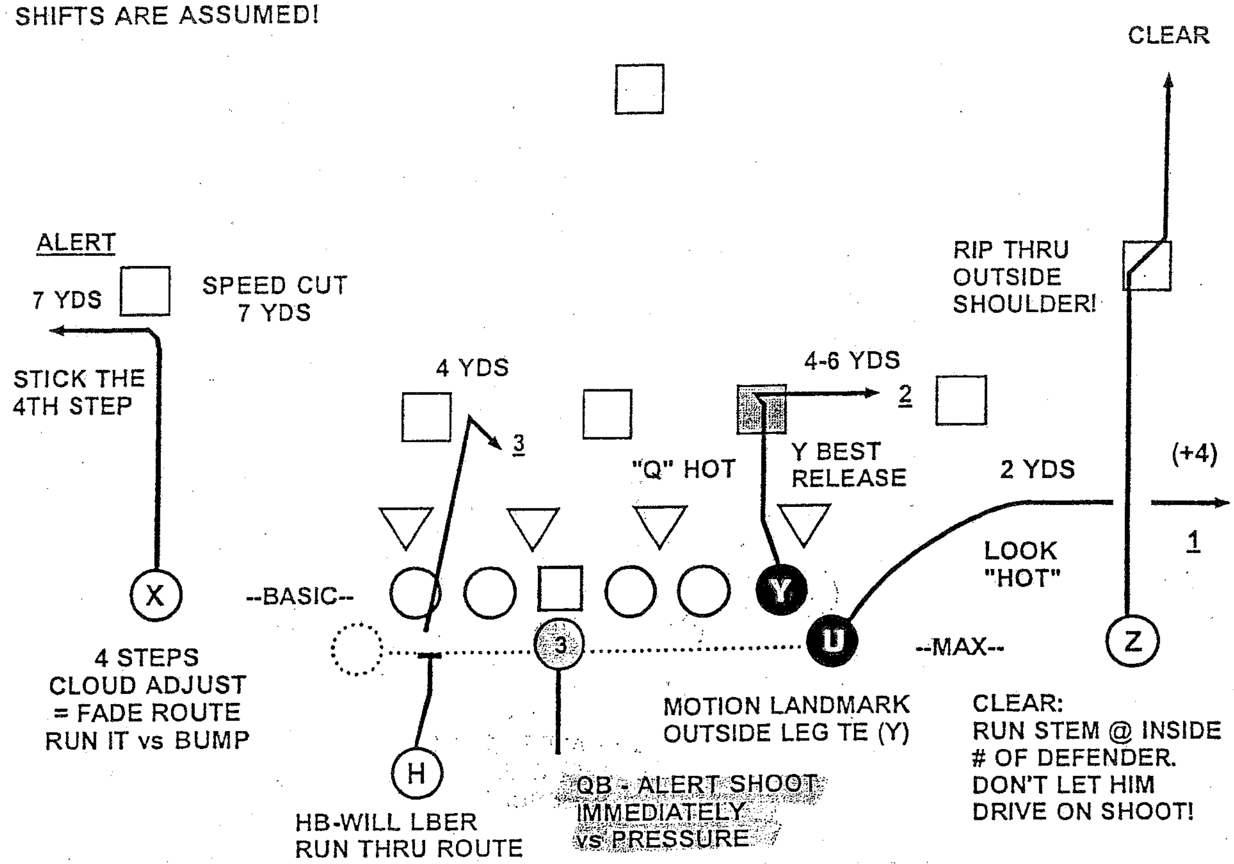
*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!



NOTES:

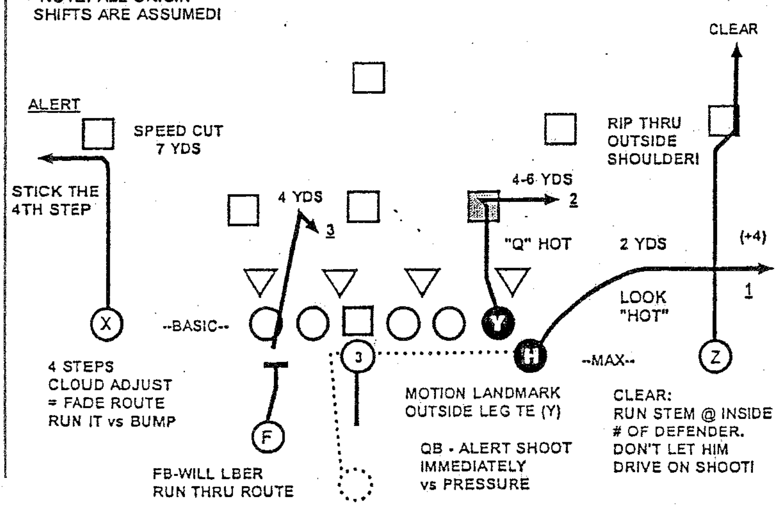
<TG>
MOVE FAR WEST RIGHT (LEFT)
322 (323) Y-STICK X-OMAHA

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



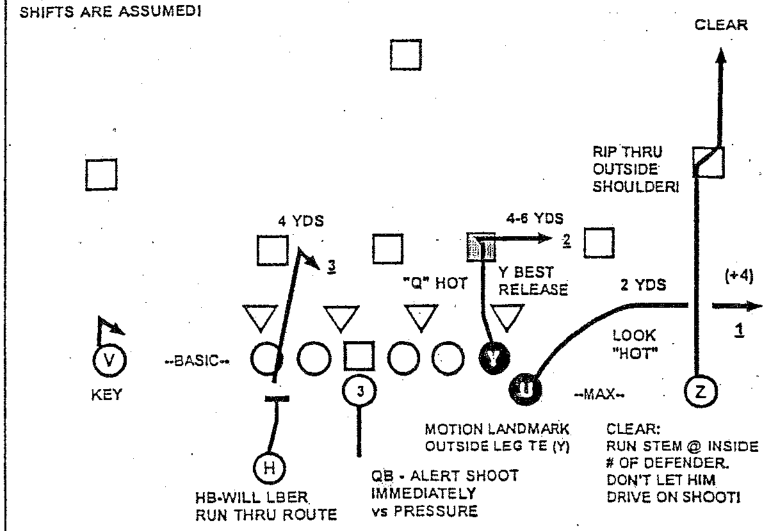
<RG> <PRO>
QUEEN RIGHT (LEFT) "B" RIGHT
322 (323) Y-STICK X-OMAHA

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



<TRIO>
FAR BEYOND WEST RIGHT (LEFT)
322 (323) Y-STICK V-KEY

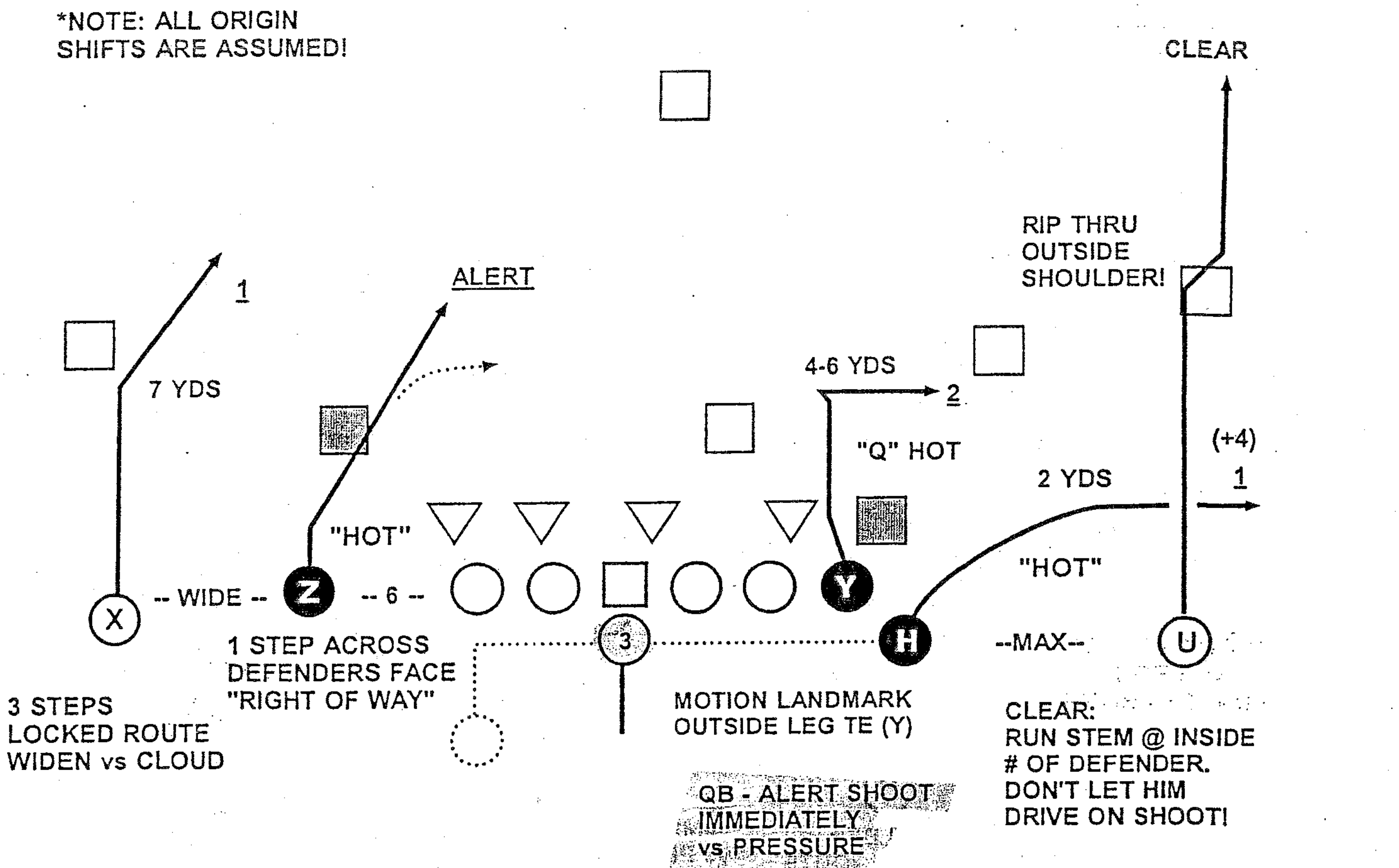
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



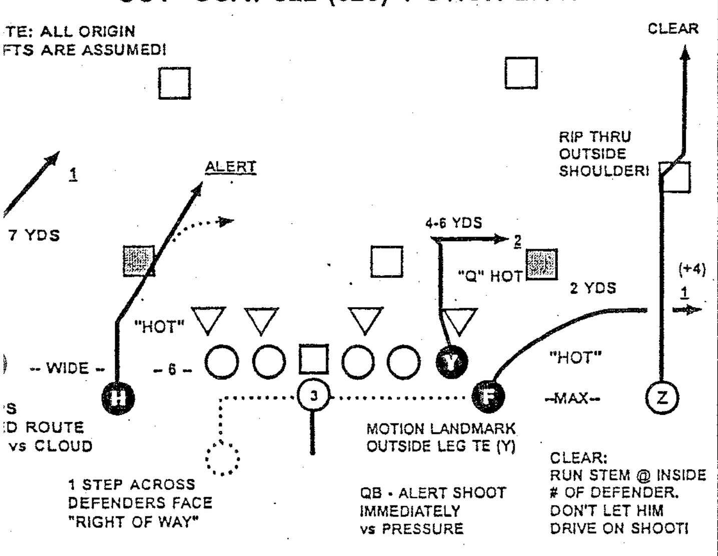
NOTES:

NEW ORLEANS SAINTS

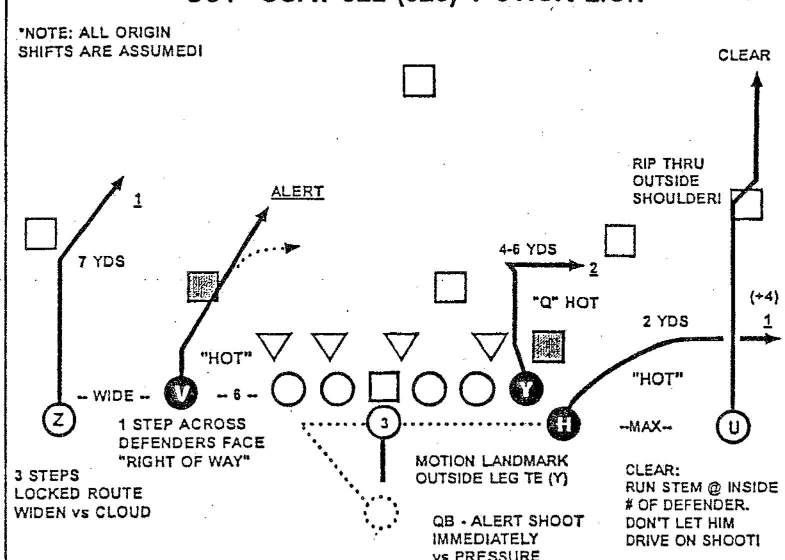
<TG>
FAR TROUBLE RIGHT (LEFT) SLOT "A RIGHT"
"CUT" SCAT 322 (323) Y-STICK LION



<RG> <PRO>
WIDE RIGHT (LEFT) "A RIGHT"
"CUT" SCAT 322 (323) Y-STICK LION



<TRIO>
FAR TROUBLE RIGHT (LEFT) FLOP "B RIGHT"
"CUT" SCAT 322 (323) Y-STICK LION



NOTES:

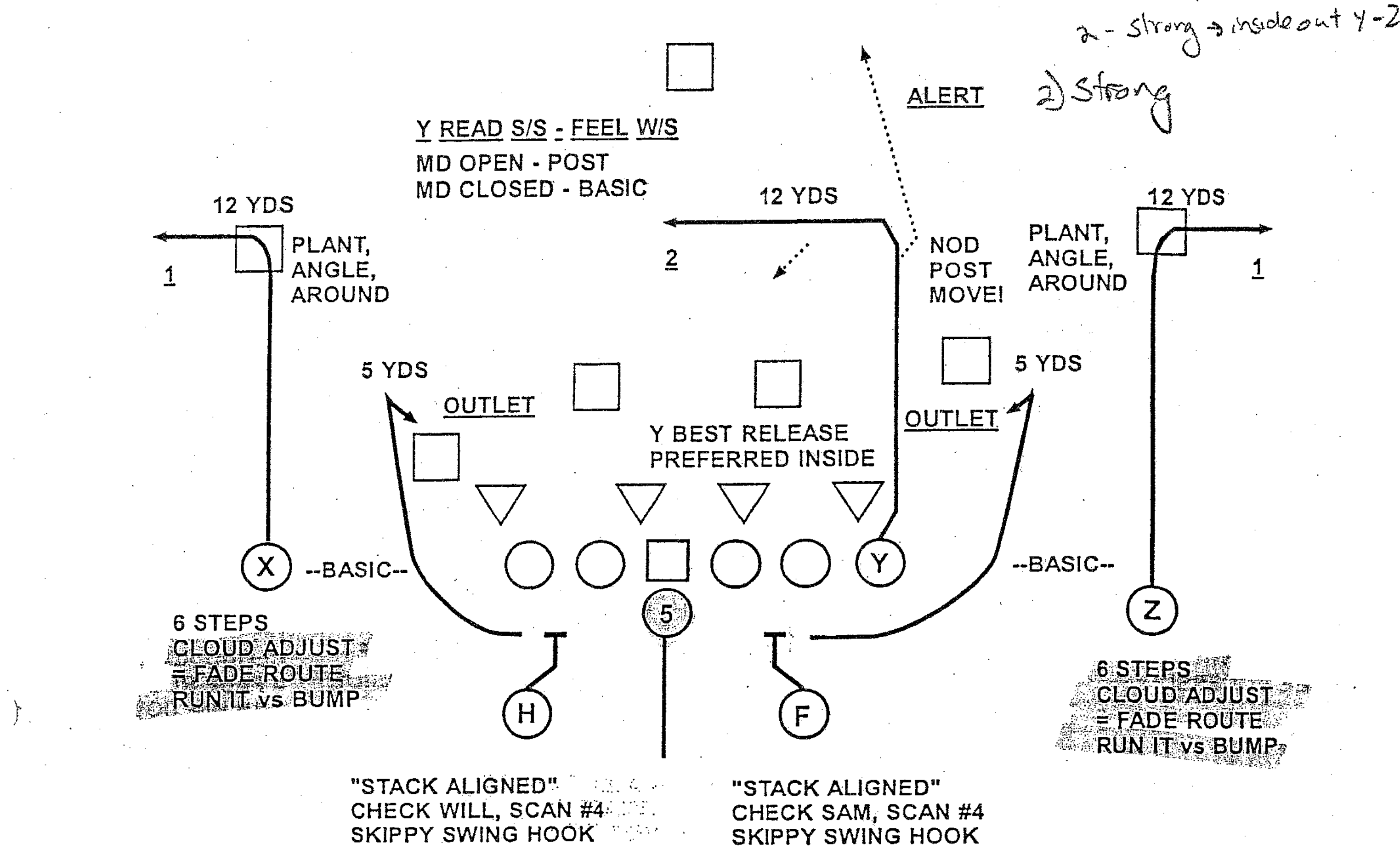
NEW ORLEANS SAINTS

PSL

*NOTE: ALL ORIGIN
HIFTS ARE ASSUMED!

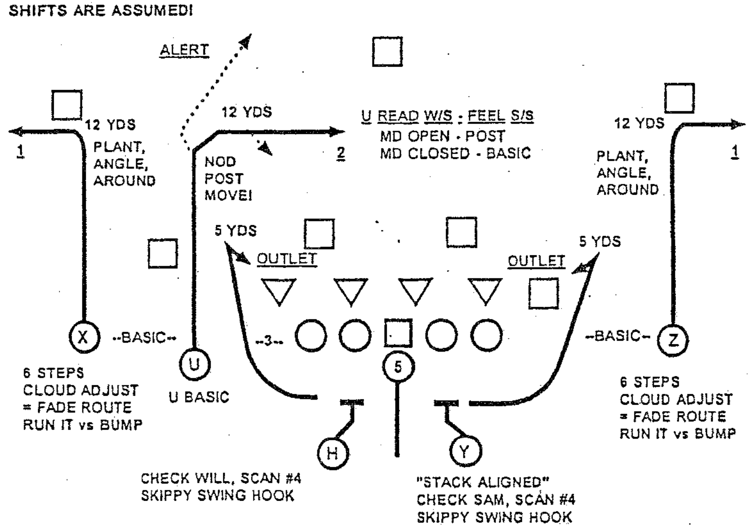
(TRADE) RED (QUEEN) RIGHT (LEFT)
24 (25) DOUBLE SQUARE OUT

1) Coverage Shell
3 - Cushion away from rotation
2 - Strong → inside out Y-2



<TIGER>
(EXCH) FAR DIVIDE RIGHT (LEFT)
84 (85) "U" DOUBLE SQUARE OUT

*NOTE: ALL ORIGIN
SHIFTS ARE ASSUMED!

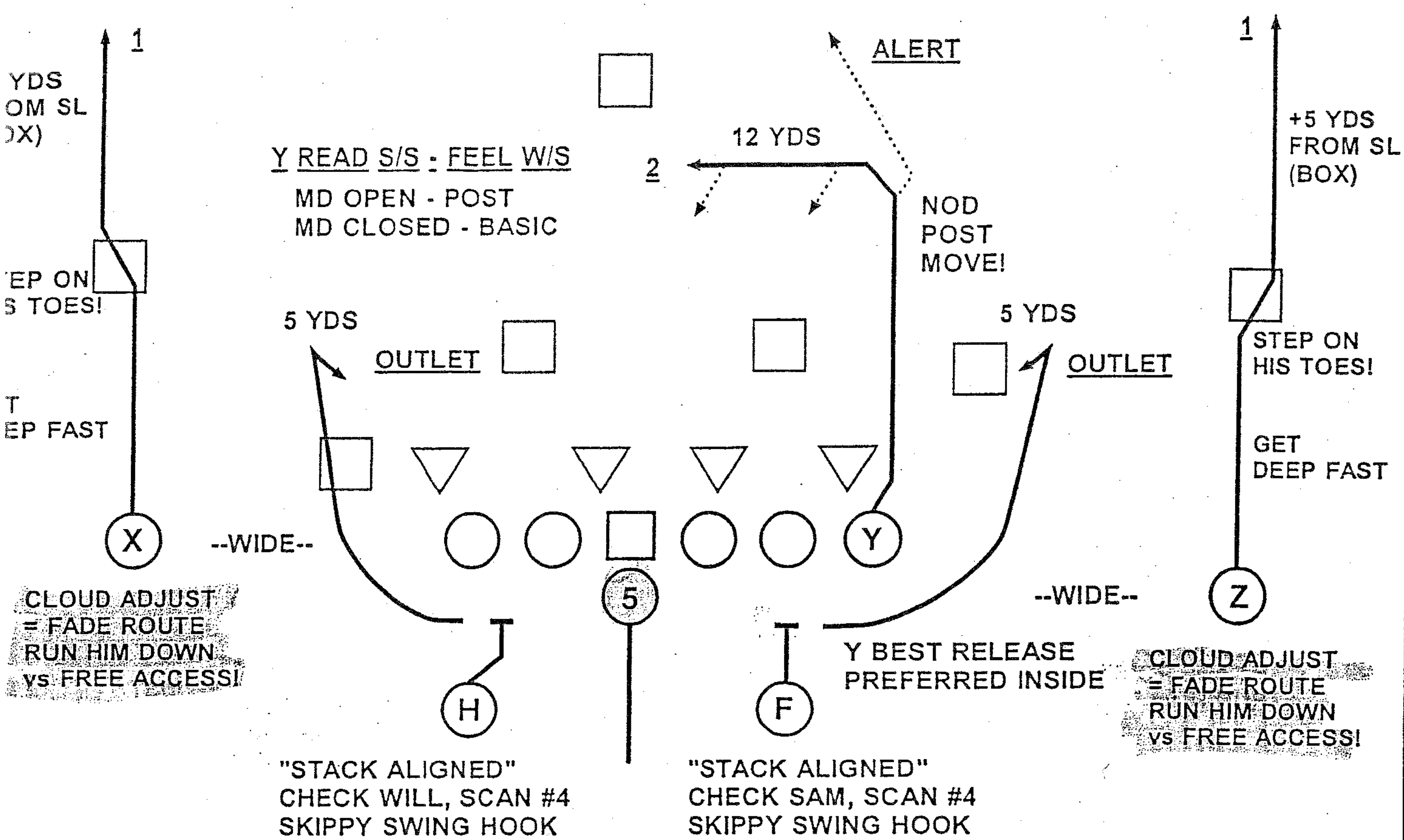


NOTES:

NEW ORLEANS SAINTS

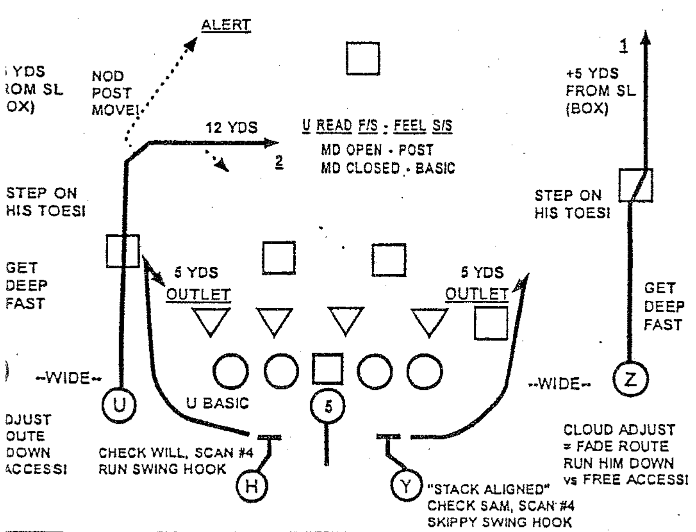
TE: ALL ORIGIN
TS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT)
24 (25) DOUBLE GO



<TIGER>
(EXCH) FAR DIVIDE RIGHT (LEFT)
84 (85) "U" DOUBLE GO

ALL ORIGIN
ARE ASSUMED!

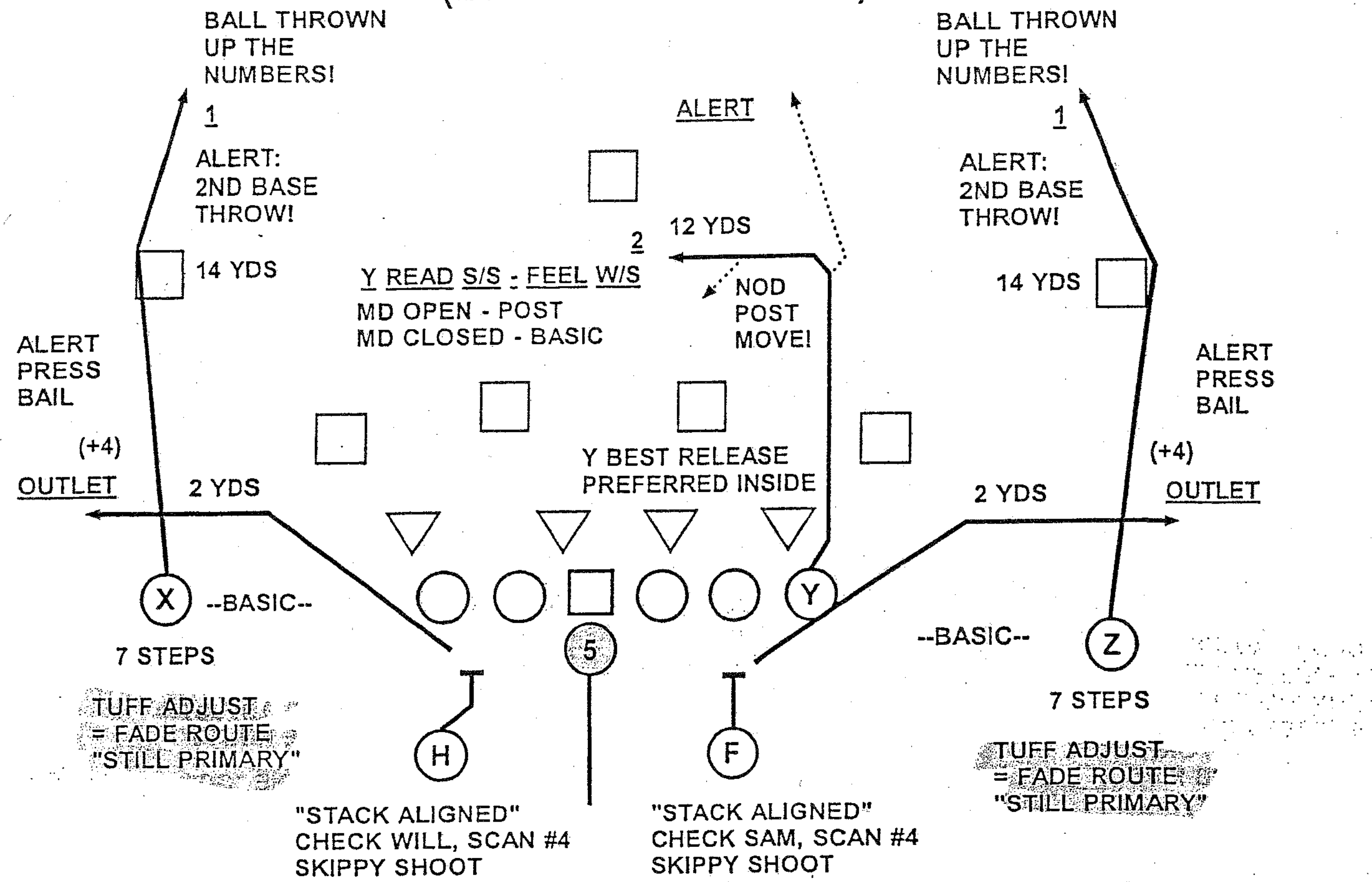


TES:

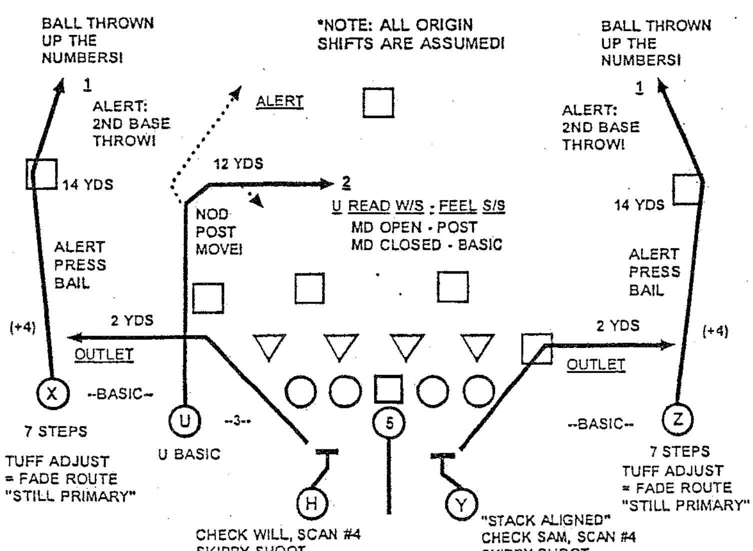
NEW ORLEANS SAINTS

*NOTE: ALL ORIGIN
HIFTS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT)
24 (25) DOUBLE GLANCE
(BK's CHECK SHOOT)



<TIGER>
(EXCH) FAR DIVIDE RIGHT (LEFT)
84 (85) "U" DOUBLE GLANCE

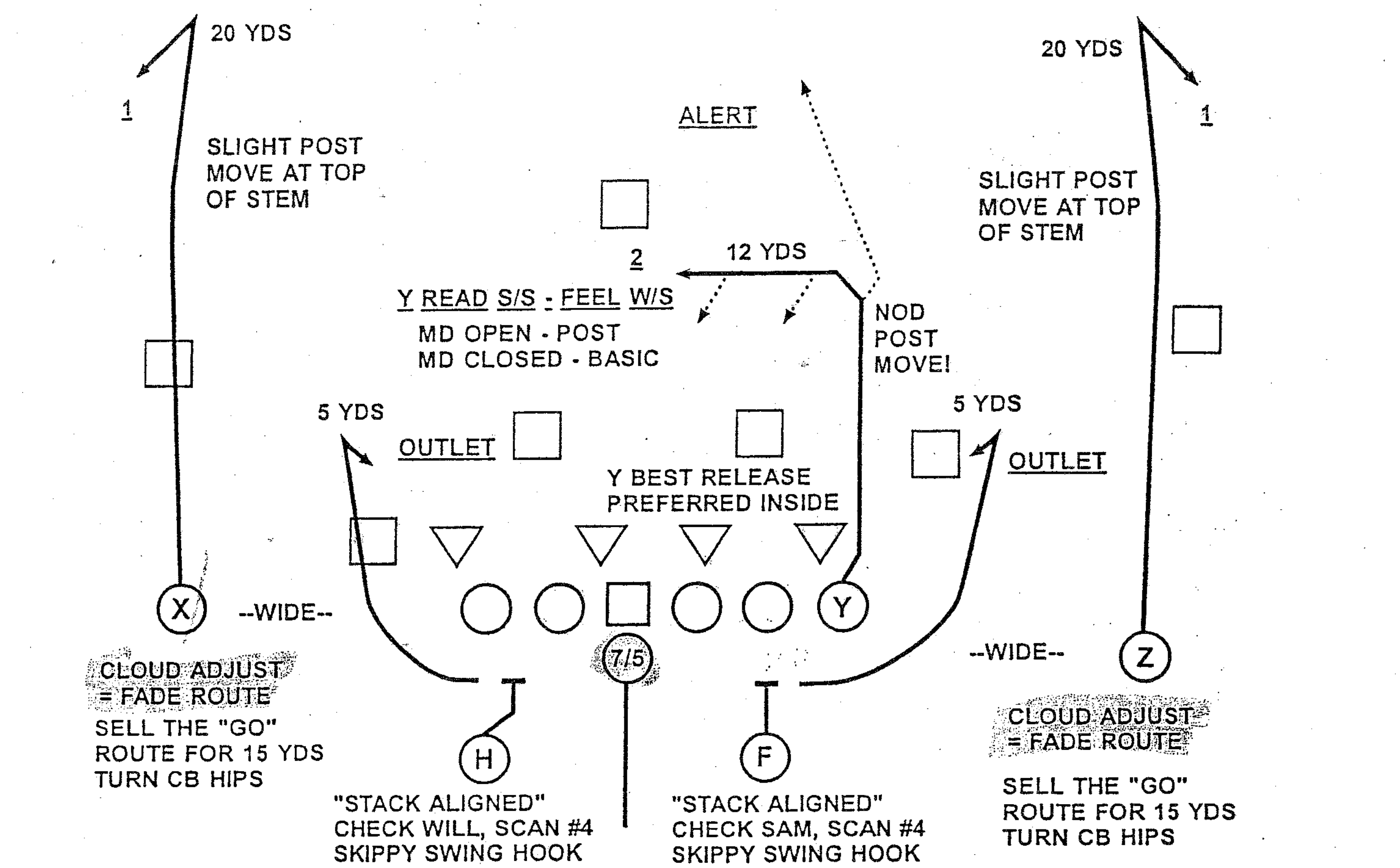


NOTES:

NEW ORLEANS SAINTS

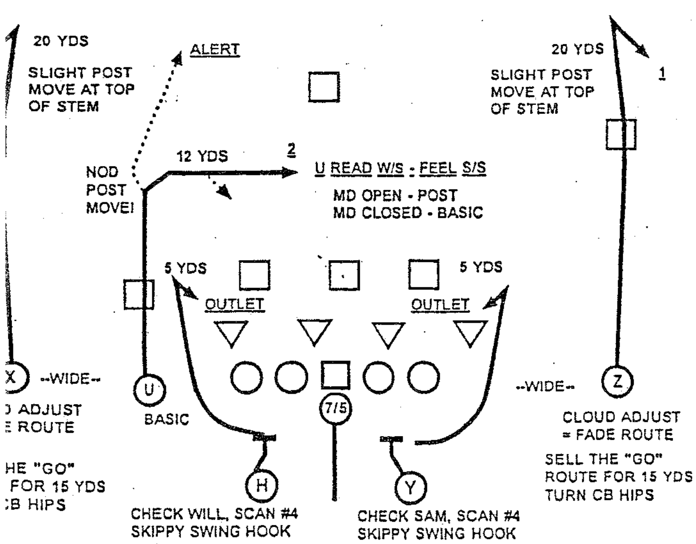
TE: ALL ORIGIN
TS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT) DEEP 24 (25) DOUBLE COMEBACK



<TIGER>

(EXCH) FAR DIVIDE RIGHT (LEFT) DEEP 84 (85) "U" DOUBLE COMEBACK

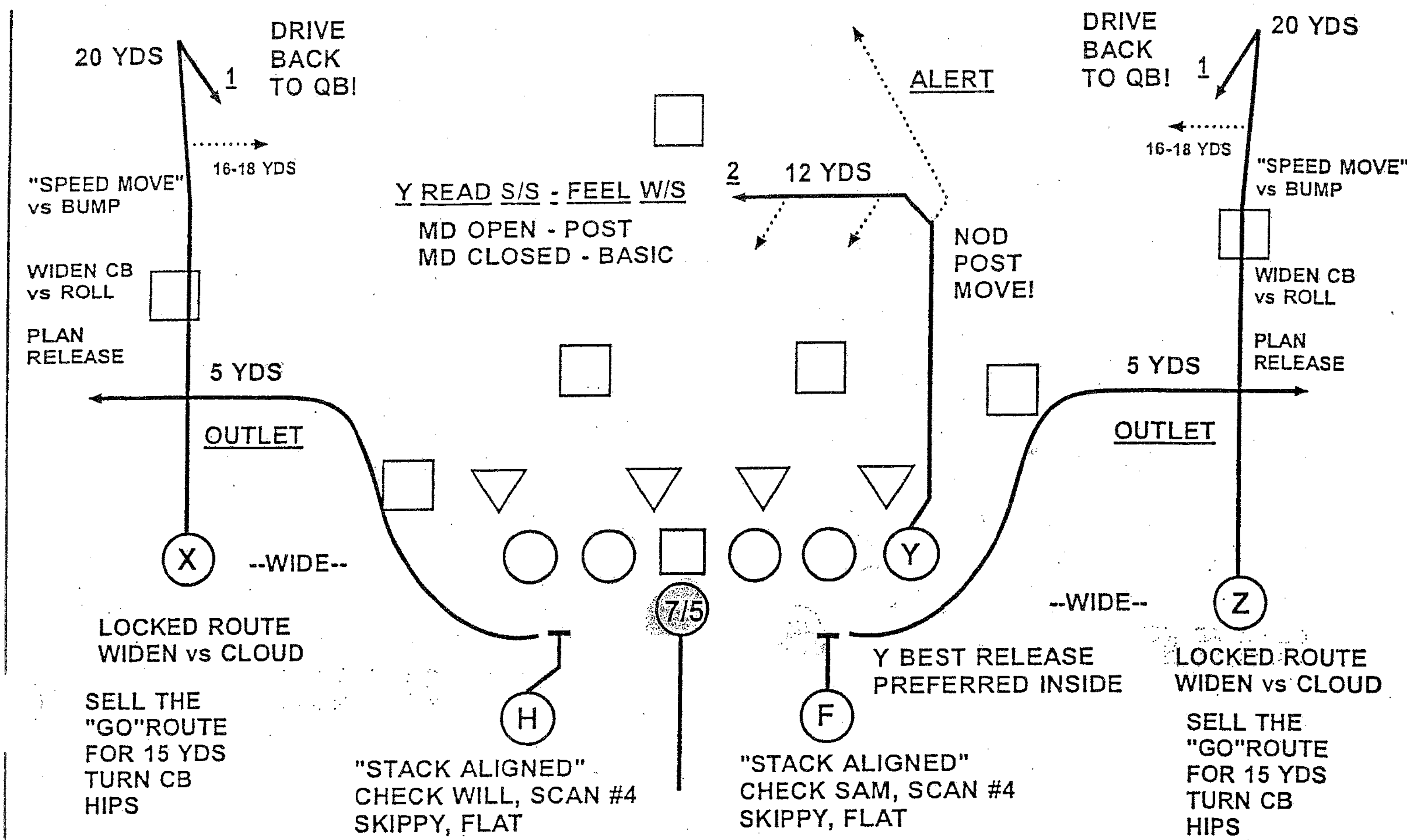


TES:

NEW ORLEANS SAINTS

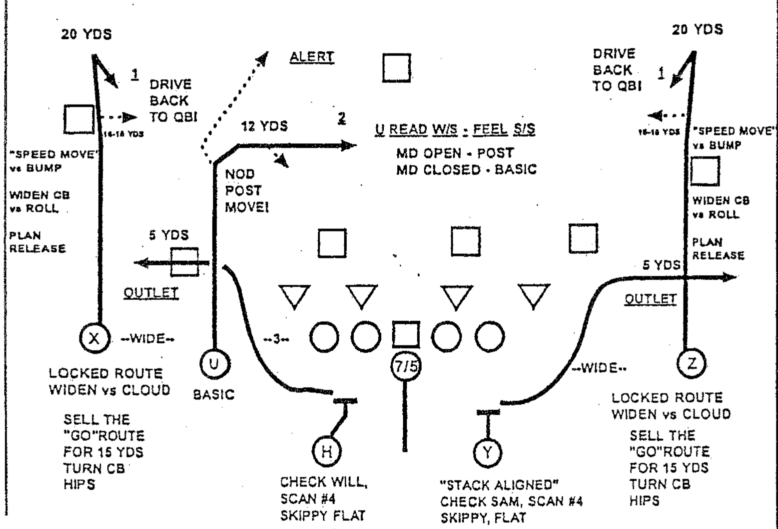
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT) DEEP 24 (25) DOUBLE DIG



*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<TIGER> (EXCH) FAR DIVIDE RIGHT (LEFT) DEEP 84 (85) "U" DOUBLE DIG

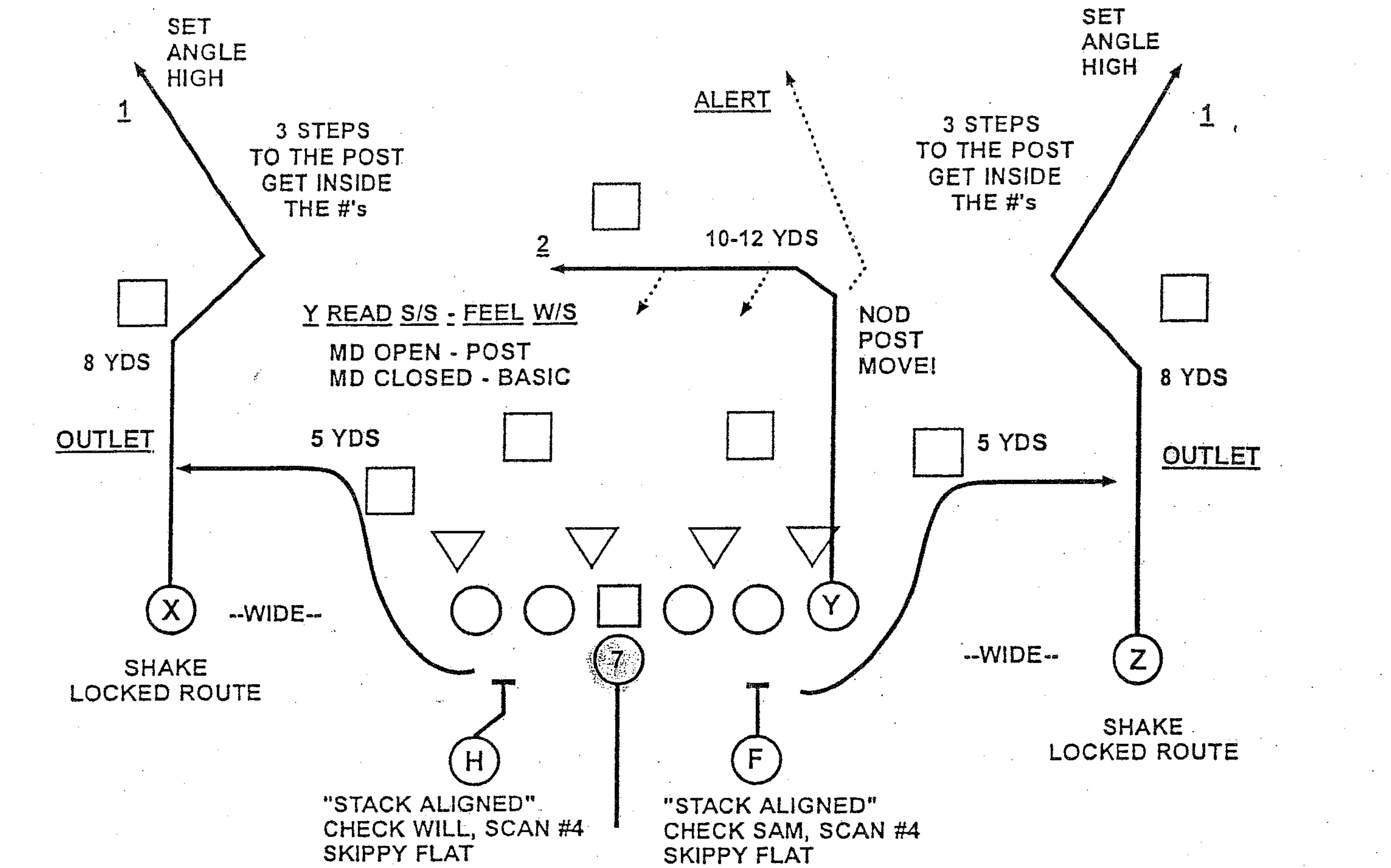


NOTES:

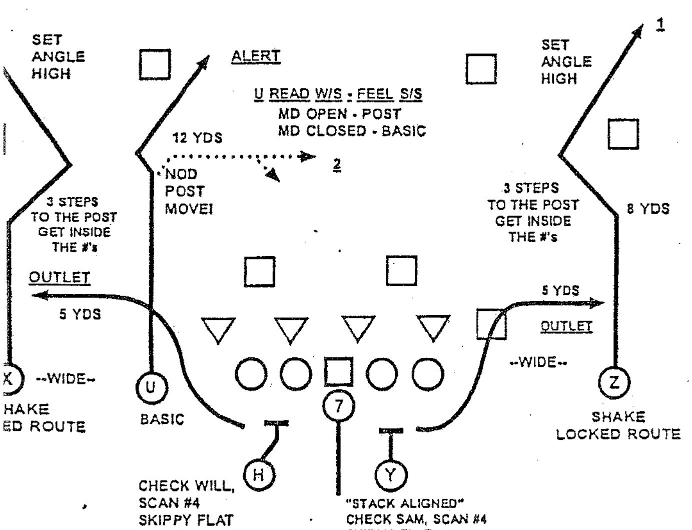
NEW ORLEANS SAINTS

TE: ALL ORIGIN
TS ARE ASSUMED!

(TRADE) RED (QUEEN) RIGHT (LEFT)
DEEP 24 (25) DOUBLE SHAKE



<TIGER>
(EXCH) FAR DIVIDE RIGHT (LEFT)
DEEP 84 (85) "U" DOUBLE SHAKE



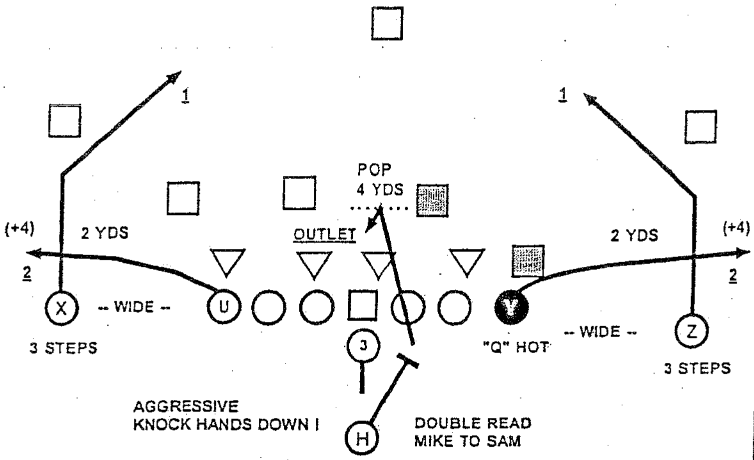
DTES:

AUDIBLES

HAND SIGNALS

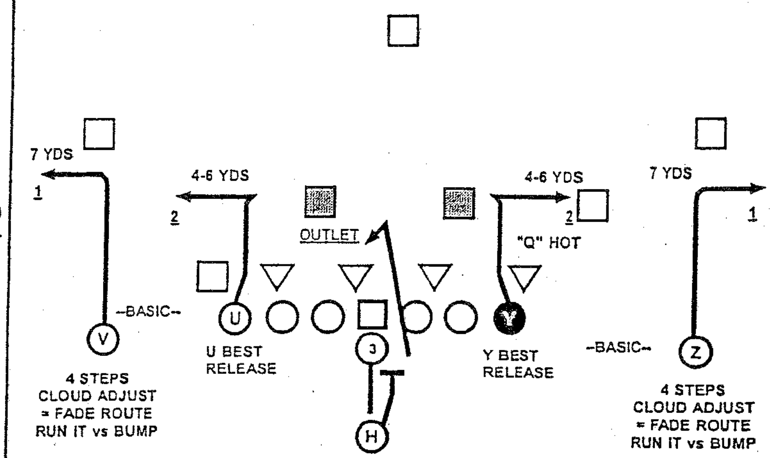
<TIGER>
(EXCH) RIGHT (LEFT)
200 (300) JET DRAGON (HB POP)

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



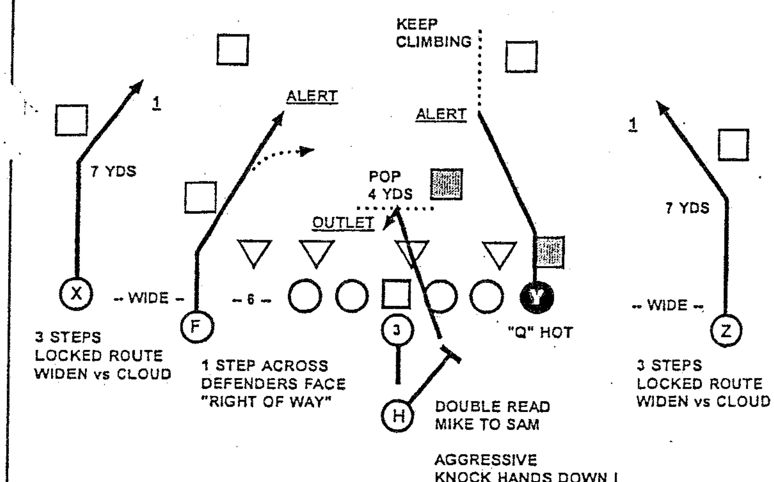
<TRIO>
BEYOND RIGHT (LEFT)
200 (300) JET ALL STICK

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



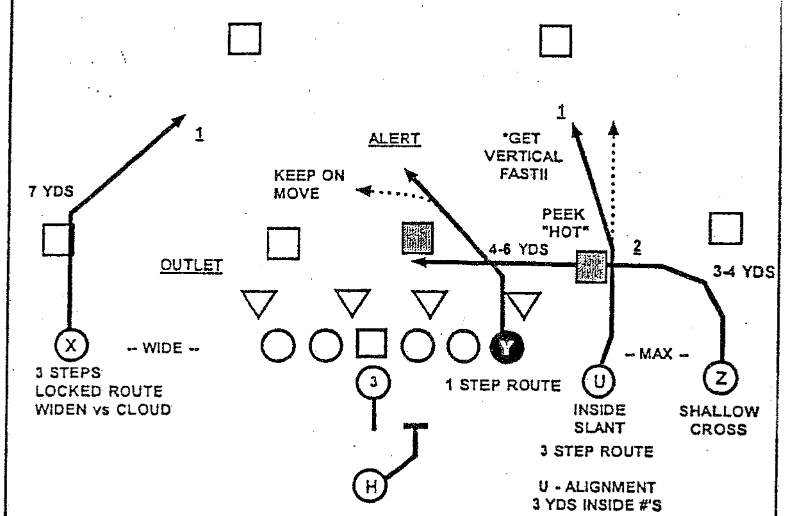
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<PRO>
BELOW RIGHT (LEFT)
200 (300) JET LION (HB POP)



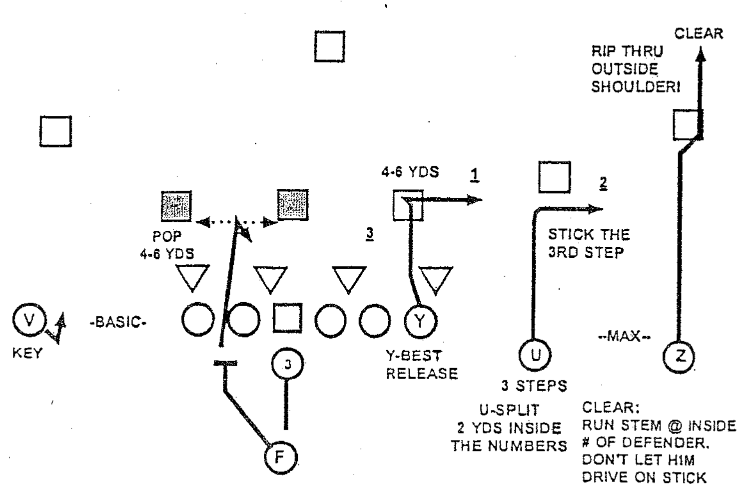
*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!

<TIGER>
TRIP RIGHT (LEFT)
200 (300) JET DENVER



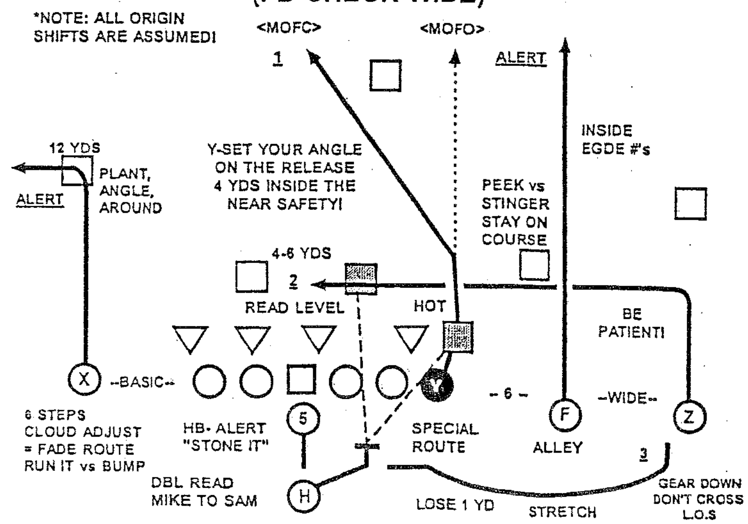
<TRIO>
BEYOND TRIP RIGHT (LEFT)
300 (200) ROCKET (JET) DBL. STICK V KEY

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



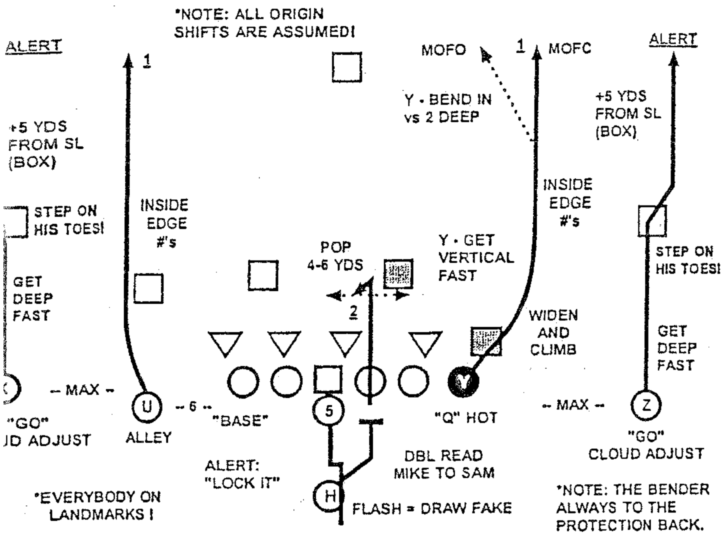
<PRO>
UPPER RIGHT (LEFT)
2 (3) JET OREGON
(FB CHECK WIDE)

*NOTE: ALL ORIGIN SHIFTS ARE ASSUMED!



AUDIBLES** **HAND SIGNALS**

<TIGER>
DIVIDE (OPEN) RIGHT (LEFT)
2 (3) JET (FLASH) ALL GO HB POP



<TRIO>
BEYOND DIVIDE RIGHT (LEFT)
2 (3) JET HAWKEYE

